

MARVEL SUPER HEROES™ SECRET WARS™

Special Campaign Adventure By Jeff Grubb



Summoned by a being of ultimate power, Earth's mightiest heroes and villains fight the ultimate battle . . . the SECRET WARS™.



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REFERENCE SUMMARY

On these two pages is a summary of the heroes and villains that participate in the Secret Wars, for easy reference by the Judge. The summary lists the seven fixed abilities, Health, Karma, and lists briefly the major super-powers the hero has. Detailed descriptions of these powers are in the Roster Booklet, and in the MARVEL SUPER HEROES™ Game Campaign Book.

HEROES

Name	F	A	S	E	R
Captain America	Amaz	Incr	Exce	Rema	Good
Captain Marvel	Good	Good	Typi	Rema	Typi
Colossus	Good	Good	Mons	Amaz	Typi
Cyclops	Exce	Exce	Typi	Rema	Exce
Hawkeye	Good	Rema	Good	Exce	Typi
Hulk	Rema	Good	Unea	Mons	Rema
Human Torch	Good	Exce	Good	Exce	Good
Iron Man	Exce	Exce	Incr	Mons	Good
Lockheed	Typi	Rema	Feeb	Good	?
Magneto	Good	Rema	Good	Mons	Incr
Mister Fantastic	Good	Typi	Typi	Exce	Amaz
Nightcrawler	Exce	Amaz	Typi	Rema	Good
Professor X	Feeb	Good	Typi	Rema	Incr
Rogue	Good	Exce	Amaz	Good	Poor
She-Hulk	Rema	Exce	Amaz	Amaz	Typi
Spider-Man	Rema	Amaz	Incr	Incr	Exce
Spider-Woman	Good	Amaz	Incr	Rema	Good
Storm	Exce	Rema	Typi	Amaz	Typi
Thing	Incr	Good	Mons	Mons	Good
Thor	Unea	Exce	Unea	Unea	Typi
Wasp	Good	Exce	Typi	Good	Exce
Wolverine	Incr	Rema	Good	Rema	Typi
Zsaji	Typi	Good	Good	Mons	Typi

VILLAINS

Name	F	A	S	E	R
Absorbing Man	Exce	Typi	Good	Exce	Poor
Doctor Octopus	Poor	Good	Rema	Exce	Exce
Doctor Doom	Rema	Exce	Rema	Incr	Amaz
Enchantress	Exce	Exce	Amaz	Amaz	Good
Galactus	Mons	Mons	C1 1000	C1 1000	Unea
Galactus's "Cat"	Mons	Amaz	Mons	Amaz	Poor
Kang	Typi	Good	Rema	Incr	Amaz
Klaw	Good	Exce	Typi	Mons	Feeb
Lizard	Exce	Rema	Incr	Amaz	Poor
Molecule Man	Feeb	Poor	Poor	Good	Good
Titania	Amaz	Good	Unea	Mons	Good
Ultron	Exce	Rema	Incr	Unea	Incr
Volcana	Exce	Incr	Exce	Rema	Good

Wrecking Crew					
Wrecker	Incr	Exce	Incr	Rema	Typi
Thunderball	Rema	Rema	Incr	Rema	Exce
Piledriver	Rema	Good	Incr	Rema	Poor
Bulldozer	Exce	Good	Incr	Incr	Typi



Official Game Adventure
MARVEL SUPER HEROES™



SECRET WARS™

ADVENTURE BOOK

SECTION 1: INTRODUCTION

The heroes are the best Earth has to offer: the Amazing Spider-Man™, the Uncanny X-Men™, the Mighty Avengers™, the Incredible Hulk™, the Fantastic Four™, and the dangerous Magneto™.

Their foes are the most dangerous villains on Earth: Doctor Doom™, Kang the Conqueror™, the Lizard™, Doctor Octopus™, the Enchantress™, the Absorbing Man™, Molecule Man™, the mad robot Ultron™, the Wrecking Crew™, and the enigmatic Galactus™.

All are summoned to a patchwork world built by the mysterious Beyonder, a being of ultimate power from beyond the universe.

This is the story of their conflict, their victories and defeats. This is the tale of the SECRET WARS™ adventure.

MARVEL SUPER HEROES™ SECRET WARS is a special adventure for use with the MARVEL SUPER HEROES™ Role-Playing Game, based on the 12-issue Limited Series from Marvel Comics.

The SECRET WARS adventure is very different from other MARVEL SUPER HEROES Game Adventures, hence its special designation. An adventure is normally outlined in chapters, each chapter centering around an important battle or discovery. SECRET WARS is different in that it does not have chapters, but is broken down into daily shifts and major events.

Since most players may be familiar with the general story, and the action has so many options, we're presenting the adventure as a campaign background. You can run the adventure along the lines of the Limited Series, or you can branch out on your own. Not all the tales of the SECRET WARS have been told.

You hold in your hands the SECRET WARS Adventure Booklet. This booklet contains instructions on how to run the campaign, special instructions for heroes and villains, and notes on the Beyonder and his Battleplanet. The SECRET WARS Roster Booklet contains the statistics and

abilities for the heroes and villains involved in the conflict. The map shows typical outside terrain of the planet, and standard interiors for battles within Hero-base, Doombase, and Galactus' home ship. Finally, the inside cover contains a quick reference roster of the heroes and villains.

Because of the complexity of this adventure, and the huge cast, it is highly recommended that you familiarize yourself with these books before beginning play. It is not necessary for you to know the powers of all the combatants by heart, but it will help if you know where to find the listing of events and descriptions of the room interiors within this book.

Once you are familiar with the material, read the boxed section on Page 2 as an introduction to the players, then plunge into Planned Events 1 and 2, "A Matter of Magneto" and "First Blood." From there prepare to go in any direction the players and events take you. The Secret Wars have begun.

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Players Briefing

Read the following section to those players unfamiliar with the SECRET WARSepic.

The siren call came from Central Park. For weeks the area was the source of powerful alien energy probes that shorted detection devices and affected the superior senses of Spider-Man and Professor X™. Then a massive alien construct, a high-tech "Stonehenge," appeared in the midst of the Sheep Meadow in Central Park. Your heroes were drawn to the structure, entered it...and were gone.

You reappeared in the depths of space near an alien galaxy, within a construct similar to the one that kidnapped you. An identical device hovered nearby. Initial probing indicated that it contained evil beings: the deadly Doctor Doom, the futuristic Kang the Conqueror, the Asgardian Enchantress, the mad robot Ultron, Spider-Man's foes Lizard and Doctor Octopus, the powerful Molecule Man and Absorbing Man, the Wrecking Crew, and the enigmatic Galactus.

You barely had time to understand your surroundings before a great wave swept through the sky, extinguishing the stars before it like dust before a massive hand. In less than a moment, all that was left of the galaxy was the twin constructs and a single sun.

Your constructs rushed toward that single sun, and you witnessed the creation of a planet, made of bits and pieces of other worlds far from the destroyed galaxy. The pieces of other planets cooled to form a single mass and all was quiet.

Then, a rift appeared in space, emitting a light outshining the lone sun. A voice, alien beyond human comprehension, spoke: "I am from Beyond," it said. "Slay your enemies and all you desire shall be yours. Nothing you dream of is impossible for me to accomplish." Somehow, you knew that the alien voice spoke the truth.

The great Galactus, eater of worlds, challenged the Beyonder™, Doctor Doom following in his wake. They were swatted away like insects, falling toward the planet. Then the rift closed, and the Beyonder was gone. The constructs moved toward different parts of the planet. Your heroes were teleported to the newly-created planet, to do battle with their greatest foes. The Secret Wars have begun.



SECTION 2: JUDGE'S BRIEFING

The Beyonder™

The Beyonder is an alien being of unimaginable power. It is alien not only to this universe, but to this multiverse—literally from a far-removed plane of reality. Its power is so great that human words (and our game systems) cannot fully describe it. Galactus, with all his world-destroying power, is no more than a stinging insect to the Beyonder. In running the Beyonder, assume that he is supremely powerful and totally alien. Most of the attributes ascribed to men—emotions, morals, physical substance—simply do not exist in this being.

The Beyonder discovered the universes referred to as the Marvel Multiverse™ very recently, and with it the planet Earth, home of many super-powered beings. Examining the world, the Beyonder witnessed the conflicts between heroes and villains. The Beyonder formed the following query: "What is it that drives these beings so? Why do they strive for tangible gains and intangible ideas? What is the nature of this thing called desire?"

To answer these questions, he brought together the strongest members of each group to fight a private battle for him.

In gathering his combatants, the Beyon-

der defined good and evil in terms of self-perception. Magneto considers himself a good being, fighting for the rights of mutantkind, without being a hero. For this reason he was placed among the "good guys." Galactus has recently had doubts about his purpose and actions, yet continues to destroy life-bearing worlds. He has been placed among the villains. Those who consider themselves heroes the Beyonder lured to his construct in Central Park, while the villains and heroes who had self-doubts (including Magneto, Rogue™, Cyclops™, and Lockheed the Dragon™) were plucked from around the globe.

In order to give his kidnapped charges a variety of terrains to fight on, The Beyonder assembled his Battleplane! from pieces of various existing worlds, including their native populations. One of the slabs came from the Denver area of Earth. A partial map of the Battleplane! follows this section.

The Heroes

The heroes available to the players are: Mr. Fantastic™, the Thing™, and the Human Torch™ of the Fantastic Four™; Wasp™, She-Hulk™, Captain Marvel™, Captain America™, Thor™, Hawkeye™, and Iron Man™ of the Avengers™; Professor X™, Storm™, Nightcrawler™, Rogue, Cyclops,

Wolverine™, Colossus™, and Lockheed of the X-Men; the Hulk™, Spider-Man, and Magneto. Their abilities are listed in the SECRET WARS Roster Booklet and may be removed or photocopied for use.

Given the large number of heroes, you can judge this adventure in a number of ways. We suggest one of the following; use the method best suited to you and your players.

1. Each player takes one hero. The Judge runs the rest as NPCs. This places each player's favorite hero on center stage (and is good for inexperienced players), but requires a great deal of work by the Judge.

2. Each player takes a team or group of heroes. This allows a group to fight a full-scale war. A typical team arrangement could be:

- Professor X and the X-Men (Cyclops, Rogue, Wolverine, Nightcrawler, and Colossus).
- Captain America and the Avengers (Wasp, Captain Marvel, She-Hulk and Hawkeye).
- Iron Man, the Hulk, and Storm.
- Spider-Man and the Fantastic Four (Mr. Fantastic, Thing, Human Torch).
- Thor (If possible, Thor works best as an NPC—the Judge controls his actions).
- Magneto (Usually players do not control "villain" characters; in this case Magneto is considered a hero).

3. A short version, or "Little Wars." Each player takes one hero of his choice. The Judge then picks an equivalent villain for each hero, PLUS Doom as leader AND Galactus. With a small group, this type of adventure will not be as epic as the full-scale battle, but it will be easiest for new Judges and players.

A large section is devoted to handling the heroes and villains in the SECRET WARS setting. Tips for running heroes as NPCs are included.

All heroes and villains begin the adventure with the amount of Karma listed on their sheet. Karma pools can only be formed by heroes under the control of the same player. (If a single player controls several heroes, it is recommended that the player form a Karma pool for the heroes.) If the players are running individual heroes, no Karma pools may be formed.

Finally, a note about healing. Heroes will in general regain their Endurance rank number of points after two shifts of rest. The medical machines in Herobase can restore an Endurance rank amount of Health for each shift in use. If Herobase is destroyed, the heroes may discover the alien village where Zsaji is capable of healing most wounds (see Zsaji in the Roster Booklet and Heroes' Notes).

Running Events

As stated above, this adventure is not broken down into chapters. It is run in days, each day broken down into "shifts." Each day consists of four shifts: Morning (dawn to noon), Afternoon (noon to dusk), Evening (dusk to midnight), and Night (midnight to dawn). During any shift, Events may occur to the heroes, or they may initiate action on their own.

Events can be Planned (occurring at a specific time in the campaign) or Random (can occur during any shift). For example, the adventure begins in the Morning shift of Day One with the Planned Event "The Matter of Magneto." Events are covered in detail starting on Page 7.

At the beginning of each day, ask the players what their hero or group of heroes has planned for the day. For example, the players may decide "Hulk, Captain America, and Mr. Fantastic will be on monitor duty in the morning, while Spider-Man and She-Hulk will take the Afternoon shift."

Divide such work assignments into one of the four shifts. Any character on assigned duty in the same area two shifts in a row will become tired, distracted, and generally less watchful (shift three columns to the left on Intuition checks). Characters may be unassigned, but if combat erupts, they will be placed randomly in the complex, or may not be available for several rounds. (See BASES.)

Once the day's tasks are assigned (writing them down may help), roll for a Random Event. Random Events can occur in addition to Planned Events in the same shift, unless they contradict (for example, if a Planned Event requires a villain to be

at a certain place during a shift, ignore any Random Event that would place him somewhere else in the same shift.) A villain's sneak attack (Random Event) could occur the morning of Galactus' ship arriving (Planned Event). If the heroes have split into separate groups, roll once on the Random Event table for each group.

The Beyonder originally envisioned the conflict as a straightforward battle in which one "team" eliminated the other. The varied personalities of the heroes and villains precludes that, so that a different measure of victory is needed.

If, by Day 9, the Beyonder is still active, and has not been defeated or depowered by any of the heroes or villains, he will make his judgment. If the heroes have slain all the villains, they will be returned to earth with NO KARMA, as they have violated their internal moral codes to achieve their desires. (This does not apply to Wolverine.) If the villains have slain the heroes, the adventure is over. If remnants of the original two groups survive, the group with the highest Karma value total is the winner. Specific Karma awards for certain actions are detailed at the end of this booklet.

Beginning the Adventure

The heroes and villains make landfall about 10 miles from their respective bases. Run the Planned Events "The Matter of Magneto," and "First Blood." Following these events, direct the heroes to Herobase (and Magneto to his fortress, if he is a player character) and let them set up shop. From this point on, the players are in charge of their heroes' destiny.



SECTION 3: THE BATTLEPLANET

The Beyonder, seeking to create a varied terrain for his kidnapped specimens, has taken slices of a number of worlds in other galaxies. These slices, taken like laboratory slides, include the native planet's terrain, lifeforms, and civilizations, if any. One of the planets Beyonder took a piece from was Earth, in the Denver area.

Below is a map of a typical section of the Battleplanet, most importantly the areas where the heroes and villain set down. There are other areas, with additional life and civilizations, that are not noted on the map.

Each sector of the map has a different type of terrain. In addition, certain sectors have particular structures that the heroes and villains can use.

The scale on the map is 1 hex equalling 20 miles. To find the distance from point to point, merely count the number of hexes between them. In open terrain, the characters can see up to two hexes away. In forest or jungle, line-of-sight is restricted to the hex the heroes are in.

The major sectors are:

1. The Heroes' Plain. The sector consists of gentle, rolling hills dominated by weird layered geological formations. The Herobase is located in this sector.

2. Mountain Ranges. These mountains rival the Andes in height. The border with other terrain consists of sheer drop-offs and cliffs.

3. Rolling Hills. This semi-mountainous sector is the location of Zsaji's village. The highest peak in the area is Mount Galactus. It is from here that The Eater of Worlds will summon his worldship and here also that he will build his world-destroying machine.

4. Volcanic Plains. This region is geologically stable, though vents and fissures are common. Lush oases of tropical palm-like plants hoard the available water. At the center of these plains is Doombase.

5. Plain of Worms. A nightmare landscape of pinkish "worms" clustered around hot pools of salt water and mud-holes. The landscape writhes, but whether it is alive or only a radical geological formation is a matter of conjecture. Towering above the terrifying terrain is the fortress waiting to be claimed by Magneto.

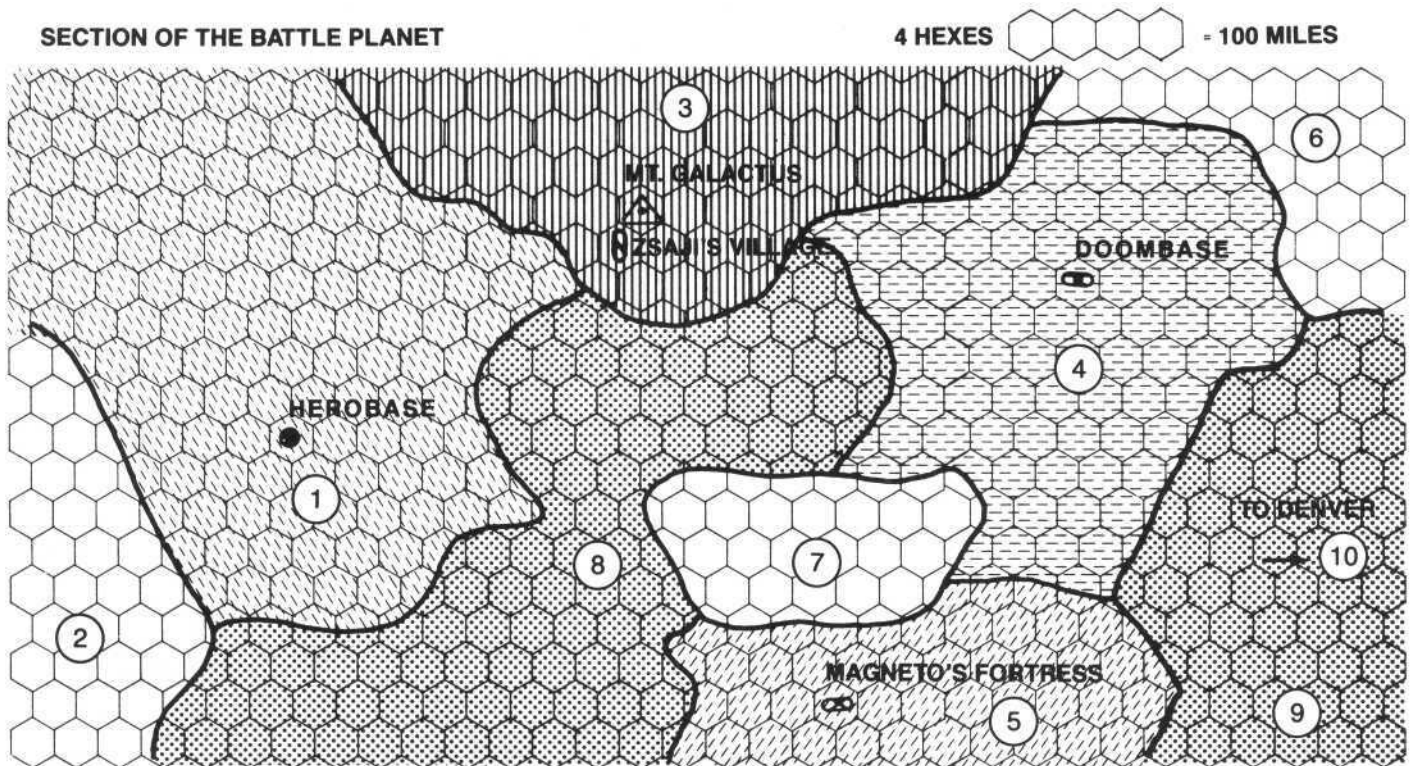
6. Plain of Fire. This entire sector consists of blazing plains and pits, broken by spires of black obsidian. Any unprotected creature in this sector will suffer monstrous fire damage each round he is here.

7. The Swamp. This alien swamp is inhabited by swarms of buzzing insects and reptilian beings. (The reptiles have a maximum rank of Good for Fighting, Agility, Strength, and Endurance, and a maximum Health of 40.) The major danger is from quicksand, which pulls downward with Incredible Strength. If the Lizard escapes from his compatriots, he will come here to hide out.

8. Twisted Plains. The layered geological formations of this sector are similar to those near Herobase, but are more pronounced and reddish-orange in color. This sector may be a collection of similar terrain from different worlds, as the terrain breaks abruptly in steep cliffs.

9. Blasted Desert. This sector is a flat, empty wasteland of hard-packed sand. Characters here can see 3 hexes in any direction, but objects appear closer than they really are; the heat distorts vision.

10. Denver. This four-block suburban part of Denver is located 200 miles east of Doombase. Only a few of the inhabitants have left the city, due to the strangeness of the surrounding terrain. The few that have left include Miss MacPherran (Titania), Miss Rosenberg (Volcana), and the New Spider-Woman.



SECTION 4: BASES

The Beyonder has provided large alien fortresses to be used by the opposing forces. The hero group and the assembled villains each have a base. (If Magneto operates separately from the hero group, he too will have a fortress.) In addition, Galactus will summon his worldship, Taa II, from across the universe.

Each of these bases is a huge construct. (Herobase is the size of 54^{1/2} Pentagons.) Only a small portion of a base is represented on the interior map provided with the adventure. Important rooms are marked as sectors, A to Z. Other rooms may be designated by the Judge as the need arises. These sectors vary from base to base. The four bases being considered here are Herobase, the villain's lair called Doombase, Magneto's fortress, and Galactus' worldship, Taa II.

The three Battleplanet bases have windows of Excellent material, walls of Incredible material, and high strength walls of Amazing material. Taa II has windows of Incredible material, walls of Amazing material, and high strength walls of Unearthly material.

The map is geomorphic—the exits on both sides line up. If a "running battle" takes place in one of the bases, you can exit heroes off one side of the map, only to bring them "back on" at the exact opposite location. The sector areas will generally prove to be similar no matter what section they are in.

The random number before the sector is used if a dice roll is needed to place characters randomly as called for by the Events section.

Notes on the various areas:

Living Quarters. These are designed for humanoid beings and include sleeping areas, facilities, and communications to the other areas.

Monitor Rooms. The monitors are Amazing technology. Multiple screens permit the surveillance of three areas at once, with further scanning of ten other areas at one time. The landbased monitors cannot penetrate other fortresses, nor can they penetrate the hull of Taa II, but can scan anywhere else on the planet. Monitors on Taa II can scan any part of the planet, including all land-based HQs.

Storage. If someone is looking for a particular item (say, magnifying goggles) in a general Storage room, he will find it if he makes a successful Yellow Intuition FEAT roll. If the Storage room is specified for a certain type of item (Weapons, Robots, Vehicles, Chemicals Storage), a useful item of the specified type will be found on a successful Green Intuition FEAT roll; a successful Red Intuition FEAT roll is needed to find any other type of item here. Use Table 25 on page 37 of the

Random No.	Sec	Herobase	Doombase	MAGNETO'S FORTRESS	TAA II	SEC
01-04	A	Monitor Room	Generators	Meeting Room	Security Vault	A
05-08	B	Meeting Room	Gun Turret	Generators	Shuttle Entrance	B
09-12	C	Fire Control	Living Quarters	Art Gallery	Machinery	C
13-16	D	Living Quarters	Storage	Living Quarters	Computer Input	D
17-20	E	Lounge	Vehicle Dock	Living Quarters	Planetarium	E
21-24	F	Living Quarters	Vehicle Repair	Genetics Lab	Geology Lab	F
25-28	G	Monitor	Generator	Surgery	Geology Storage	G
		Machinery	Machinery			
29-32	H	Auto-Kitchen	Living Quarters	Animal Holding	Robot Storage	H
33-36	I	Storage	Prisoner Holding	Cryogenics Lab	Storage	I
37-40	J	Auto-Doc	Torture Devices	Lounge	Storage	J
41-44	K	Biology Lab	Security Vault	Prisoner Cells	Radioactivity Lab	K
45-48	L	Generator	Auto-Doc	Chemical Storage	Machinery	L
49-52	M	Storage	Living Quarters	Machinery	Machinery	M
53-56	N	Generators	Monitor Room	Research Lab	Auxiliary Bridge	N
57-60	O	Physics Lab	Living Quarters	Living Quarters	Back-up Monitors	O
61-64	P	Psycho-Stasis	Genetics Lab	Auto-Doc	Meditation Room	P
65-68	Q	Lounge	Meeting Room	Greenhouse	Animal Storage	Q
69-72	R	Meeting Room	Storage	Meditation Room	Sonics Lab	R
73-76	S	Storage	Storage	Weapons Storage	Cryogenics	S
77-80	T	Repair Center	Physics Lab	Computer Back-up	Taxidermy Lab	T
81-84	U	Vehicle Storage	Weapons Storage	Machinery	Biology Lab	U
85-88	V	Vehicle Dock	Vehicle Dock	Monitor Room	Zoological Display	V
89-92	W	Meeting Room	Living Quarters	Meeting Room	Life Support	W
					Machinery	
93-94	X	Lounge	Machinery	Auto-Kitchen	Telescope	X
95-96	Y	Machinery	Mechanics Lab	Wine Fabricator	Computer Banks	Y
97-00	Z	Observation	Gun Turret	Lounge	Viewing Room	Z

MARVEL SUPER HEROES Campaign Book to find the technology rank of any item found, raising the rolled level by one, but exclude anything above Monstrous.

Galactus' Robotic Storage. This is where the guard robot, the "Cat," is kept. It will remain here unless Galactus sends it to fight someone. The "Cat" also acts as guard for the Security Vault (Section A).

Lounge and Meeting Rooms. These are places for heroes or villains to gather together. Lounges have soft cushions, recliners, and plant life, while meeting rooms have stricter chairs and small monitors for reference.

Auxiliary Bridge and Computer. Located on Taa II, these items are Shift X rank technology. Anyone operating either of these devices will be noticed automatically by Galactus, who will send his "Cat"

after the culprit (if the "Cat" is still around), or mentally remove him, an act that will cause Unearthly damage to the subject(s) in the process.

Machinery. These are large, impressive machines that keep the fortress or base running. Damaging the machines will cause a break-down on a roll of 1 on one die, given the redundancy of the structures. A breakdown will cause damage to the machinery type listed, or an area chosen by the Judge (lights, heating, or air circulation).

Sonic Labs. Located on Taa II, these labs are designed for use by those with Reasons of Excellent or better. Klaw, the Master of Sound, is imprisoned in Galactus' Sonic Lab. (See Klaw™ in the Villains Section.) Any tampering with the machinery will release Klaw automatically.



Labs. To use a Lab, a character must first understand its equipment. The equipment on Herobase, Doombase, and Magneto's Fortress is Amazing technology. Once figured out, any research is carried out at the Amazing level. The Labs on Taa II are of Unearthly technology. All inventions may be built or "kit-bashed" with the resources available equal to the Reason ability of the character involved. (This reflects that most of what the heroes and villains need is available, it is only a question of understanding it.)

Auto-Docs. These are self-contained healing units that will help heroes and villains regain lost Health and Endurance. An auto-doc restores the Endurance rank number of the subject per shift. A character whose Endurance rank has been reduced regains 1 Endurance rank per shift.

Auto-Kitchen. These are self-contained food processors. Magneto also has a version that provides chilled, aged wine.

Psycho-Stasis and Prisoner Holding. Herobase has a psycho-stasis device of Amazing technology that, once figured out, will hold prisoners of up to Unearthly ability and prevent them from using their powers. The other bases have prisoner

holding devices of less humane design: binder cuffs that deliver Monstrous damage to anyone stressing them, and an inhibitor field that nullifies powers of less than Unearthly rank.

Gun Turrets. The automated turrets of Herobase are armed with weapons that cause Amazing damage, and are controlled from the Fire Control Room. The turrets of Doombase have Unearthly weapons. Doombase turrets are not automated; they must be manned by gunners, who use their Agility to aim the weapons. Magneto's fortress and Taa II have no turreted weapons.

Fire Control. The Fire Control rooms of Herobase allow the user to control three turrets at once, using his or her Agility rank to aim all the weapons.

Vehicle Storage and Docks. Each vehicle area facility has 1-5 vehicles of various makes and types (flyers, flying subs, walkers, halftracks, hovercraft, etc.). Use the same procedure as for Storage to determine the abilities of any one particular vehicle. No vehicle will have a body, control, or speed of less than Good.

Security Vaults. These special areas are trapped with Unearthly-potency gas, to prevent theft. The Security Vault on Taa II is the housing for the Ultimate Nullifier,

which is also guarded by Galactus' "Cat."

The Ultimate Nullifier. This is a powerful device that automatically eliminates both the wielder and any object the wielder can fully understand. Within the Secret Wars, it has the following effect: only Reed Richards or Doctor Doom could use it with effect on Galactus, as only they can perceive fully the being that is Galactus. Even then, they would succeed only on a Red Reason FEAT roll, and in any event be disintegrated themselves. No character (not even Galactus) can use the Ultimate Nullifier on the Beyonder, as that being is beyond even Galactus' full comprehension.

The power of the Ultimate Nullifier is limited only by the understanding of the person using it. Galactus therefore takes special measures to guard the weapon. Galactus will immediately detect anyone who breaks into the Ultimate Nullifier's Security Vault (regardless of any precautions the trespasser might take). If the trespasser is not stopped by the vault's gas-trap, he will be attacked by Galactus' "Cat." If the "Cat" is defeated or is not available, Galactus will mentally remove the trespasser from his ship, an act that will cause Unearthly damage to the trespasser in the process.



SECTION 5: EVENTS

There are two types of significant action possible in the wars: the actions of player character heroes, and the actions of NPCs. As Judge, you handle the actions of player characters. The actions of NPCs are described in this section, and are called "Events."

There are two types of Events: Planned Events and Random Events. There are twelve Planned Events that occur over the nine-day period of the Secret Wars. These are the major actions of the NPCs of the Secret Wars, and they occur at the time and location stated in the description of each event. Random Events are rolled for at the beginning of each day. Before the Morning shift, roll once on the Random Event Table below. If a Random Event is marked by a star (*), it means that once the event occurs, it cannot occur again. If the event is rolled again, treat it as no event.

Planned Events

- Day 1, Morning "A Matter of Magneto"
Day 1, Afternoon "First Blood"
Day 1, Evening "Doom Takes Charge"
Day 1, Night "Call of Galactus"
Day 2, Morning to Night "The Tempest"
Day 3, Morning "Sneak Attack"
Day 4, Afternoon "The Worldship"
Day 6, Morning "When a Spider Calls"
Day 7, Afternoon "And now....Galactus"
Day 8, Morning "And Doom Against AH"
Day 9, Evening "The Beyonder's Judgement"
Day 10, Morning "Going Home"

Random Events

Roll once each morning. Cross out events marked by the star (*) once they occur. Treat a crossed-out number as "no event" if it is rolled again.

Die Roll	Event
1	Lesser Tempest*
2	The Hunt
3	Betrayal*
4	Magneto Calls*
5	Hearts and Minds
6	A Thunder God Missing
	Refugees
8	The Trap*
9	Patrol
10	My Dinner with Galactus*

Planned Events

"A Matter of Magneto"

Read the following to the players immediately after planetfall:



The Beyonder has chosen to place the notorious Magneto among the heroes. Magneto—the Mutant Master of Magnetism. He is an avowed enemy of humanity, who fear him and his kind. He believes mutants are the next step of human evolution, destined to rule. This attitude has made him an enemy of many super hero groups, including the X-Men, Fantastic Four, and Avengers. Will you accept him now as one of you—as a hero?

This event occurs immediately upon planetfall. Let the heroes set up within two areas of the area marked "A." Magneto begins in Area "B."

Inform the players running members of the Fantastic Four, the Avengers, and Iron Man that there is a Karma bonus for driving off or defeating Magneto (see Karma, page 16). The X-Men or Magneto do not receive any bonus if Magneto remains or any heroes are defeated. Thor, if run as an NPC, will not interfere unless Magneto seriously hurts someone. If Magneto is a player character, he acts as he chooses. If Magneto is an NPC, he will try to fly away after the second round, riding lines of magnetic force at Remarkable speed. If combat occurs, and lasts more than seven rounds, begin the attack in "First Blood."

"First Blood"

Iron Man gets the warning first, his internal radar tracking an approaching unidentified object. Suddenly the foe crests the ridge! It is the villains, lacking their greatest strength—Doom, Galactus, and Ultron, but still capable of dealing deadly damage with Enchantress, Molecule Man, the Lizard, the Wrecking Crew, and Absorbing Man. Their leader is Kang, seconded by Doctor Octopus.

The heroes start within two areas of "B," while the villains begin at least four areas away from "B." The villains' battle tactics are found within this book, and the bad guys' abilities are summarized on the inside cover. In addition, make the following notes:

The villains have already found their base; Kang, Bulldozer, and Piledriver are using weapons they found there.

Kang is carrying an electron beam weapon that fires beams of Unearthly concussive power (treat as Slugfest damage). Body armor has full effect against the beam. The weapon has a range of 3 areas. Kang cannot use his force field when firing this weapon.

Bulldozer and Piledriver are piloting a



tripedal gunnery platform armed with two high-energy electron beam cannons. Each cannon has the same characteristics as Kang's weapon, described above. The platform has these statistics: control Excellent; speed Good; body Remarkable.

Molecule Man will hang back in the battle. Despite his Unearthly power, he will not attack unless attacked. He will flee if attacked in hand-to-hand combat, using his power to trap his opponent's legs in the earth.

The Lizard is even less enthused by the idea of combat. He will flee if three or more villains are put out of action.

The villains intend to wipe out the heroes now, before the heroes get their bearings. Without Doom or Ultron, going up against the likes of the Hulk, the Thing, and Thor, the villains have their work cut out for them.

"Doom Takes Charge"

This event does not directly involve the players. This is a note to you, the Judge. While the other villains were attacking the heroes in "First Blood," Doom entered the villains' base, re-programmed Ultron to obey his orders, and installed a disintegrator ray in Ultron's body. (At the Judge's

option, the "disintegrator" can actually be a teleportation ray.) With Ultron to support him, Doom takes command of the villains when they return from the "First Blood" encounter. Also note that the Random Event "Betrayal" can occur after this time.

"Call of Galactus"

Anyone within four hexes of Galactus, or observing him on monitors, will see the huge humanoid raise himself up from the spot where he lay following his conflict with the Beyonder. Galactus flies to a high peak and remains motionless. (Note to Judge: Galactus is summoning his Worldship. He will not pay any attention to the outside world, unless he is attacked, until the ship arrives.)

"The Tempest"

The formation of a planet from the pieces of other worlds will create problems. One problem is the sudden mixing of atmospheres, the raising of new mountains, and a sudden increase in volcanic activity. As the Battleplane! settles, these rival forces of nature create a huge storm that buffets the planet mercilessly.

The rain and wind cause Unearthly

damage to the unprotected and the thunder causes Monstrous damage to those outside. Thor can control the Tempest in his area if he makes a successful Yellow power FEAT roll, roll once per shift (award 30 Karma for each shift that he controls the Tempest). The X-Man Storm can eliminate the Tempest's effects in her immediate area if she makes a successful Red power FEAT roll; give her the same Karma award as for Thor if she succeeds. Galactus is unaffected by the Tempest. All other heroes and villains must take shelter from the violence of the storm.

Doctor Doom will use power siphoned from the Tempest to create his new allies, Titania and Volcana.

There is a 30% chance per shift that the Tempest will have some effect on Herobase. If Herobase is affected, roll a die and consult below.

- 1-3 A massive bolt of lightning creates an electrical surge in the equipment. A vital piece of equipment (Judge's choice) is inoperable until repaired. Characters with Monstrous Reason can automatically repair damaged equipment: all other characters must make a successful Reason FEAT roll to repair the damage. Repairs take one shift.
- 4-6 Winds collapse a section of the base. Roll a random location for each GROUP of heroes, and for the location of the cave-in. Those in the affected sector are subjected to the high winds until they leave the damaged area.
- 7-10 Landslide! Rain and lightning dislodge a massive piece of real estate that bounces down the mountain towards the heroes. Unless stopped (by Thor, Hulk, etc...) the landslide will hit a random area, rendering it totally inoperable and causing Monstrous slugfest damage to those within the area.

"Sneak Attack"

Dawn comes up like thunder, revealing the plans of the enemy. A small blip on the horizon quickly swells to become an enemy vehicle, set to ram the HQ!

Place the heroes still in the base who are not on assigned shifts randomly through the complex. The villains' ship will ram a random area of the fortress, breaching the wall and causing Monstrous charging damage to everyone in the affected area.

Make a Yellow Intuition FEAT roll for each hero in the Monitor Room (Room A) for the Evening shift. If a roll succeeds, the hero can alert the base, and the heroes may react before the enemy ship strikes. If the Intuition rolls fail, the villains have two free rounds to move about the complex. During this time the heroes cannot move or fight. The bad guys will spread from their ship, wreaking havoc wherever possible. Any heroes knocked uncon-

scious will be left for dead.

The attackers will consist of all the villains from "First Blood" who are available, plus Titania, Volcana, Doom, and Ultron. Ultron and the Molecule Man will respond directly to Doom's orders. Wrecker and any of his team will be assigned to freeing prisoners from the Psycho-Stasis cells (Section P). Molecule Man will remain with Doom at the ship. If attacked, he will bring his full power against the attacker.

If the heroes are driven from the fortress and exit off the mapsheet to regroup, Molecule Man will exert his powers to the limit and drop a mountain range on them. The mountains are so vast that the heroes cannot get out from underneath before the mountains fall. All heroes must make a successful Red Intuition FEAT roll to survive by finding some pocket beneath the mass. Encourage them to spend Karma for this purpose.

The heroes have four rounds to escape before they are crushed or suffocated. Any hero with Unearthly power can blast a path to freedom in one round. For example, the Hulk's strength, Thor's hammer, Iron Man's repulsors, or Captain Marvel's energy blast could free the heroes. (The Human Torch cannot use his flame if he is under the mountain, since the flame would consume all the oxygen there and suffocate everyone.)

"The Worldship"

The afternoon sky is darkened as a mighty starship, dwarfing the Battleplanet, appears in the sky. Only the Human Torch has seen it before. It is called Taa II, and it is the home of Galactus!

When Taa II arrives, Galactus begins preparations to destroy the Battleplanet, using its energy and the energy of the Worldship to contend with the Beyonder. During this period the heroes may attempt to gain Galactus' attention and reason with him. (The means for contacting Galactus are given in the description of the event "And Now...Galactus!") Galactus may grant Richards an audience and a chance to escape if Random Event 10 is rolled.

Doctor Doom recognizes that the arrival of the Worldship is an opportunity to gain great power. He will not personally engage in any attacks from this point on, concentrating instead on entering the ship.

If Galactus is attacked, communicated with, if the Battleplanet is endangered by the actions of others, or if there is a full-scale battle between heroes and villains in his vicinity, Galactus will be distracted long enough for Doom to enter Taa II undetected. While aboard the ship, Doom learns a great deal and frees Klaw from imprisonment. Four shifts after Doom (or anyone else) enters Taa II, Galactus will

discover the intruder and remove him by force.

If the heroes or villains attack Galactus, he will send his "Cat" down from the ship to take care of the problem.

"When a Spider Calls"

The morning routine is broken by the arrival of a stunning beauty in your camp. She calls herself Spider-Woman, and demonstrates her power.

Information on the new Spider-Woman™ is given in the Roster Booklet. Treat her as an NPC unless she is accepted into a group of heroes. She may at that time be added to any team that has lost or is missing members.

"And Now.....Galactus!"

Galactus has spent the past several days assembling a world-converter machine, capable of draining all energy from the planet, thus killing the inhabitants and giving Galactus the victory in the Beyonder's game.

The heroes are in danger of imminent destruction, as is everyone else on the planet. Galactus may be deterred by several things.

1. Full scale attack. Galactus will set the "Cat" on those who attack him. If the "Cat" is destroyed or is not available, Galactus will enter the fray—trying to kill anyone who hurts him. Remind anyone considering such an attack that Galactus has several Class 1000 abilities.

2. Negotiation. Reed Richards may convince Galactus to delay his action by making a successful Red Intuition roll to persuade Galactus. Professor X and Magneto, by combining their mental powers, can persuade Galactus by making two successful Red Intuition rolls; treat their combined Intuition as Monstrous. Any other character must make three successful Red Intuition rolls to persuade Galactus. If negotiation is successful, Galactus will delay destroying the world for 1 day. Failure means that Galactus sets the "Cat" on them.

3. Damaging the Planet. Many parts of the Battleplanet are geologically unstable, and the characters with force beams or energy powers, including Iron Man, Cyclops, the Human Torch, and Magneto, could render the planet dangerously unstable. If this is done, Galactus will stop his work to repair the damage, taking four shifts. Then he will return to work on his converter. (Doom will dispatch Molecule Man and four villains your choice to do this if the heroes do not do so by Day 7, evening.)

"And Doom Against All"

This event is subject to two previous events. Galactus must be around, having completed his machinery, and Doom must have visited Taa II.

If Doom has perished in combat, assume that he has programmed Ultron to do his dirty work for him. If Doom and Ultron are both dead, Kang, Doctor Octopus, or another villain could have discovered enough of Doom's plan to put it into operation. No matter what, at least one villain should be available to implement the plan. If all villains have been defeated or destroyed by this point, the heroes find Doom's plans on a computer tape, with a memorandum stating that this is the only way to defeat Galactus and the Beyonder. Whether the heroes choose to use the plans is up to them.

Doom has used the information gathered from Taa II to learn that Galactus intends to siphon off the Beyonder's power, destroying Taa II in the process. Doom's mechanism is designed to steal some of the Beyonder's power and all of Galactus's power so that Doom (or his agent) can become a god-like creature, wielding cosmos-shattering power. Since Doom is a mortal, the Beyonder's power would give him abilities of Unearthly in every category. His body armor, force field, and power bolts would also become Unearthly.

Once Doom has gained this power, he offers the others a choice: he will grant their greatest desires and return them to Earth if only they agree to surrender their free wills to him. As proof of his power, he returns Denver to Earth and resurrects any slain villains.

NOTE: If Ultron or another of Doom's agents acquire this power, they do the same thing. However, if Doom is resurrected, he refuses to submit, and works with the heroes to defeat the godlike enemy.

The villains then make a Yellow Psyche FEAT roll. Failure indicates that they agree to go along with Doom, and they are transported to Earth. If they succeed, they retain their free will and join the heroes in fighting Doom. Galactus always retains his free will, but his power is severely reduced. Let the players run Galactus, but all his stats are at his lowest power levels. Galactus is unconscious for the first five rounds after the transfer.

Let the players decide whether they will accept Doom's offer. If they do, they are immediately returned to Earth, but they will never gain new Karma. All Karma they earn is given to Doom, instead. In addition, they are forever at Doom's beck and call as a super-police force to enforce Doom's will. Doom creates a Utopia on Earth for his followers—and a hell for those who do not.

It is unlikely that Doom can be defeated in normal combat. The following methods can be used to defeat Doom.

1. Scientific wizardry. Reed, Banner, or one of the bad guys who refuses to aid Doom can create a "reverse siphon" by kit-bashing. This takes 5 rounds of work if they have Doom's plans (available from any of Doom's lackeys). Success means that Doom returns to normal, and the Beyonder (justly shaken) makes his judgment.

2. New allies. If the heroes attack, Doom concentrates on Galactus first. This should give the others a little breathing room. If Molecule Man has chosen not to follow Doom (the heroes may talk to him and/or supply Karma to help him in the FEAT), he can eliminate Doom's power bolts, body armor, and force fields, since they are molecular in nature. Galactus can endow any one of the heroes/villains with the Power Cosmic to become as one of his heralds. This means that all abilities and powers become Monstrous. Powers already Monstrous become Unearthly, and powers that are Unearthly become Shift X. Galactus remains at his lowest power levels after this act.

3. The return of the Beyonder. The Beyonder is shaken but not destroyed by Doom's treachery. He returns 15 rounds after Doom makes his offer to the party. He still has enough power to deprive Doom of his stolen power. If there are any heroes alive and free when the Beyonder returns, he resurrects any dead and sends all of the heroes back to Earth. The Beyonder leaves Doom on the Battleplanet and retires to Beyond to think about what has happened here.

"The Beyonder's Judgment"

If, by Day Nine, there is no clear victor in the Secret War, the Beyonder will make the following ruling.

If the forces of evil proved themselves strong enough to challenge a mighty soul such as he, they are the winners of his contest. They did not complete his requirements, however, and as such do not get their hearts' desire. They are only returned to their home planet. The heroes are stranded on the Battleplanet, which the Beyonder programs to respond to their wishes until they die. Then the Beyonder retreats to his own dimension.

If the forces of evil have slain all the heroes, the Beyonder will grant them great power. All their stats and abilities become Unearthly and they are returned to Earth. The Earth will become a battlefield for a mighty collection of near-unbeatable foes, who will level the land in their fights with each other as well as the surviving super heroes.

If the forces of good have slain all the villains (including Galactus), they will be returned to Earth. They get no Karma if they violated their own internal values to win. They are granted the wish of being accepted as normal beings—they are depowered for 1-10 months each. During this time, however, old earth-bound enemies may take advantage of the hero's depowering to rob, steal, and perhaps get revenge.

If neither side has triumphed, and if neither side has challenged the Beyonder, the Beyonder calls the contest to a close. He has gained enough information on the nature of desire to retreat for a while and meditate on what he has learned. As he does not wish his kidnapped subjects to kill each other in his absence, he sends the side with the highest Karma total back to Earth. The losers are stranded on the Battleplanet, and must find their own way home.

"Going Home"

If the players' heroes are stranded on the Battleplanet (either by having a lower Karma total or letting the villains scare off the Beyonder), read the following:

The sun rises over the Battleplanet, the only star left in an entire galaxy. The war is over, the planet is at peace. You, however, are trapped here on this planet, a world that promises adventure and excitement. You will never see Earth again.

The heroes may remain on the Battleplanet as long as they wish. Though this adventure is over, the planet is a wide compilation of different terrains, peoples, and challenges for the heroes to adventure in. As Judge, you can create your own sections of this patchwork planet for the heroes to discover. However, reduce all heroes' Karma by 10 for every day they spend on the planet after the contest ends.

If the heroes wish to get back to Earth (especially if the villains have already departed for there), they can cobble together a reverse teleporter. To do this they must:

1. Locate one of the constructs that brought them to the Battleplanet. The pair of the constructs have crashed on the map somewhere. (You as Judge decide.) They may be guarded, at your option, depending on how badly hurt the heroes are.

2. Locate the parts necessary to convert it to a Monstrous teleporter. They may find these parts in any fortress or in Taa II (if it still exists), or they can completely dismantle Iron Man's armor for the circuitry.

3. Using their Reason Ability as Resources, begin to build an Unearthly Teleporter. This teleporter may take additional power from Thor's hammer or Nightcrawler's mutant powers.

4. Double-check the circuits.

5. Test it.

If the teleporter succeeds, each team will reappear in Central Park, where they disappeared from. An equal number of days have passed in the meantime.

If the teleporter fails, one group will be randomly teleported around the world. Make a Psyche FEAT roll for each team, based on its lowest member. The first team who fails the roll will appear on Earth, but not in Central Park. Use your own judgment or the following table:

1-2	Siberia
3-4	Japan
5-6	Amazon Jungle
7	Wakanda
8	London
9	Latveria
10	Australian Desert

How they get home from there is their problem.

Random Events

"Lesser Tempest." This is a smaller version of the great Tempest that kept every-



one indoors on Day 2. The weather will cause Remarkable damage to unsheltered characters. Characters who attempt to fly in this storm must make a successful Green Agility FEAT roll to avoid crashing. The X-Man Storm can control this weather on a successful Green power FEAT roll. Thor can control the Tempest automatically.

"The Hunt." One villain decides to disobey the general order of togetherness to break into the hero stronghold and settle a few old scores. Roll a ten-sided die to determine the villain and target.

The villain will slip into the complex during the Evening or Night shift of that day, and stalk the hero. Make an Intuition FEAT roll for the hero; if it fails, the hero is surprised by the attack (Karma cannot be spent on this roll). If the "stalked" hero is not present or is an NPC, let a player character hero discover the villain.

"Betrayal." Doom's allies are tired of the tin-plated tyrant and stage a small palace coup. Doom is forced to flee and his ship is struck by an energy bolt from Doombase. Making his way to the heroes, a wounded Doom (Health = 45) offers to help defeat the Beyonder. He will lay out his proposed plan—breaking into Taa II, using its technology to siphon off the Beyonder's power through Galactus. What Doom does not state outright is that he intends to seize the power himself.

If the heroes work with Doom, they will sacrifice 50 Karma each. In addition, they will find Doom hot-tempered, desiring to lead, and willing to desert them as soon as he has healed.

Any characters loyal to Doom, such as Volcana, Titania, Molecule Man, and Ultron, will turn against him at this time. Ultron will regain his former programming and set up a fourth headquarters based on Robotic Life.

"Magneto Calls." Run only if the X-Men have not left Herobase. Magneto appears to Professor X (or the head X-Man), offering to team up against Doom and the other villains. There is a 100 Karma reward for Professor X if he agrees, and 50 for each X-Men who agrees. (If Magneto is a player character, the player can make this offer at any time, if he chooses to make it at all. Any NPC X-Men will automatically accept the offer.)

"Hearts and Minds." Many of the villains have second thoughts about the whole affair with the Beyonder and with their leader. Check to see if they remain loyal. Make a Popularity FEAT for each against the leader's Popularity. The leader is Doctor Doom. If he is dead or captured, the leader will be either Kang or Doctor Octopus, in that order. Failure means that the

1	Doc Octopus	vs.	Spider-Man
2	Lizard	vs.	Spider-Man
3	Titania	vs.	Thor
4	Ultron	vs.	Wasp*
5	Enchantress	vs.	She-Hulk
6	Kang	vs.	Captain America
7	Thunderball	vs.	Spider-Man
8	Wrecker	vs.	Iron Man
9	Absorbing Man	vs.	Hulk
10	Molecule Man	vs.	Mr. Fantastic*

* = Possible only after "Betrayal" Random Event; treat as no event if it occurs before "Betrayal."

villain will no longer be available for patrol and duties that take him or her away from the main base. Make a new loyalty check for each villain every shift. The villains fall back into line immediately if one is defeated, imprisoned, or killed by the leader.

"A Thunder God Missing." (If Thor is an NPC, this event will occur as described. If Thor is a player character, the player must decide what to do when this event is rolled.)

Thor is called away, either by a meeting with the Enchantress or (if the Enchantress is dead) an instability in the polar reaches. If the Enchantress is held prisoner by any faction she will be immediately freed. In either case, Thor gains 100 Karma while on this mission, and is gone for four shifts.

"Refugees." A group of alien refugees, humanoid in nature, will appear at the hero's base seeking shelter. (Their arrival sets off any alarms.) There will be 10-100 refugees, and one of them may have a power or weapon useful by the heroes (Judge's choice, but healing powers or an Unearthly rank weapon is recommended). The aliens are humanoid but not human, and their intentions are not hostile. They do not speak English, however.

"The Trap." The villain's leader will send a messenger (an expendable one, such as one of the Wrecking Crew) under a flag of truce to one group of player character heroes, asking for a parley. The villain leader proposes to meet the heroes, alone, at area D on the Outdoor Map, to discuss handling the Beyonder and tapping Galactus' power. This is actually an ambush. Once the heroes arrive at that area, Doom will attack them. The Enchantress will use her teleportation powers to bring the other villains as reinforcements to any area 3 away from D.

"Patrol." Four of the bad guys loyal to the villain leader will test the heroes' defenses, hoping to pick off one or two, commando style. Any lone hero in the wilderness will be a target for an attack. Otherwise it will be an assault similar to the "Sneak Attack" Planned Event. The four will be fearless if they outnumber the foe.

In addition to their powers, the villains will be manning an alien hovercraft (control Excellent; speed Monstrous; body Good). The craft is armed with an electron beam cannon that fires beams of Unearthly concussive power (treat as Slugfest damage). Body armor has full effect against the beam. The cannon has a range of 3 areas.

"My Dinner With Galactus." Run only after Taa II has arrived. If rolled before that time, treat as "Magneto Calls." Galactus sends a robotic messenger to Reed and any of the surviving Fantastic Four. It will inform them that Galactus plans to destroy the planet and Worldship in order to battle the Beyonder. As Reed had once aided him, so too does Galactus offer his aid—a ship will be provided to carry the heroes safely away from the planet. The Battleplanet, with all its villains and innocents, will be destroyed. (Make sure the heroes understand that they will lose all Karma if they agree to Galactus' proposal.)

If the heroes accept Galactus' offer, read the following:

Secured in your space vehicle, you witness the last act of this final war. Under the effect of Galactus' machines, both the Battleplanet and Taa II explode in a flaming conflagration of energy that is absorbed by Galactus. Swollen to massive proportions, Galactus' cry rings out across space, a challenge to the Beyonder. The great light appears again, the rift in space. As he did once before, Galactus launches himself into the rift. Before, he was repulsed. This time the barriers do not stop him. Galactus pierces them and enters the Beyonder's realm. There is a flash, and then both are gone, the rift closed. You are floating alone in a void.

The heroes will have to find a way home on their own at this point. If they take this option, further adventures can be created by the Judge as they pass through unknown space looking for a blue-green planet named Earth.

SECTION 6: RUNNING HEROES

This section concerns the special effects the Battleplanet and the events of the war have on the various heroes. The section also includes notes on running heroes as NPCs.

If you, the Judge, are running heroes, use the following guidelines:

1. Don't take up the limelight with the NPCs. This adventure is for the players' enjoyment and their heroes should be at center stage. This means that NPC heroes, even if more powerful, should let the player heroes run things. NPC heroes should be willing to help as long as the request does not involve certain death for the NPC hero or killing his opponent.

2. Let the players make the decisions. As Judge, you are privy to a great deal of information that would not be available to the heroes under your control. Discourage the players from leaning on the NPCs for information and support. A great way to prevent your players from asking for unreasonable help or information is to give them several answers from different NPCs, none of which may be correct!

3. NPC heroes spend no Karma, unless instructed to by the players. This makes the player character heroes more effective in the long run than their NPC allies. However, NPC heroes will always spend Karma to stave off dying or to reduce the effectiveness of a killing attack.

Each hero has his own quirks and abilities, some of which are affected by events on the Battleplanet. When dealing with the heroes, remember the following notes on the characters. Keep this information in mind when assigning Karma for good play.

The Winsome **WASP™**. Although she is the leader of the Avengers, the Wasp has delegated her leadership to Captain America for the duration of the Secret War. Wasp has changed a great deal from her "dippy Van Dyne" days, and can usually be found in forefront of the battle. She and the She-Hulk are close friends, and if something happens to She-Hulk, the Wasp will attempt to seek out the guilty party (+50 Karma if she does so).

The Savage **SHE-HULK™**. Not as savage as in her early days and intent on making the grade as a super hero, Jennifer will try to stay in her She-Hulk form when on the Battleplanet. She is close friends with Janet Van Dyne (the Wasp), and if something happens to the Wasp, Jennifer will attempt to seek out the guilty party and avenge her (+100 Karma if she does so). Jennifer is also concerned about the actions of her cousin, Bruce Banner (the Hulk).

CAPTAIN MARVEL™. The newest Avenger, Monica Rambeau is not a leader, but a good follower. While Captain Marvel is in her energy form, Magneto can use his Energy Control powers on her to contain, dissipate, or control her (if that becomes necessary).

CAPTAIN AMERICA™. The Living Legend of World War Two is again in a full-scale war. Despite the bizarre armament of his foes, Cap can use his knowledge of tactics to second-guess the enemy. On a successful Yellow Intuition FEAT roll, he can guess the villains' moves one shift in advance. Do not tell this to the player running Captain America, but be prepared to allow the attempt if Cap turns his tactical brilliance to the subject.

The Mighty **THOR™**. Thor is one of the most powerful heroes present, with high Health, limited body armor, and unmatched battle skills. Since Thor is so powerful, it is recommended that he be held in reserve as an NPC, or if run by a player, then Thor is run alone (he is a god, after all, and above the petty squabbling of those he calls his allies). Thor makes excellent cavalry to charge over the hill and drive off the bad guys (within the Limited Series, the thunder-god faced Doctor Octopus, Ultron, the Absorbing Man, Titania and the Wrecking Crew by himself). Thor's hammer cannot break through the Beyonder's shield into other dimensions.

Note that Thor can be called away by his fellow Asgardian, the Enchantress, in the Events section, and if run as an NPC, may not be present at every confrontation.

HAWKEYE™. The Avengers' archer has two problems: a limited weapon and a loved one at home. At the start of the adventure, Hawkeye has only those arrows listed in his roster description available for use. As each arrow is used, scratch it off the sheet. Hawkeye will soon have to carve new, normal arrows, or rely on the skills of Reed Richards to kit bash high-tech arrows. In addition, Hawkeye is newly married, and his wife, Mockingbird, is back on Earth. Subtract 10 Karma from his total for every Morning shift he is on the Battleplanet after the first morning—he wants to wrap this up and go home (a sentiment shared by Colossus, Cyclops, and Mr. Fantastic).

The Invincible **IRON MAN™**. Iron Man is at this time James Rhodes, Tony Stark's former pilot. He uses the suit but is not fully versed in how to handle it or repair it. Treat the suit as Incredible technology to repair.

PROFESSOR X™. Charles Xavier has recently regained the ability to walk, and is slowly strengthening himself through practice and exercise (which is why his abilities are significantly different from those in the Campaign Book of the MARVEL SUPER HEROES Game.) Xavier is testing his

ability to lead (+20 Karma for every battle he is in), but still has doubts about altering the thoughts of anyone else. Professor X will lose ALL his Karma if he tries this, whether successful or not.

STORM™. The air of the Battleplanet is thicker, more easy to manipulate, than that of Earth. Storm can modify the weather at Monstrous level, and in addition carry people through the air in her slip stream (a successful Green FEAT roll is required; her power rank is shifted one to the left for each person above three she tries to carry.) When carrying passengers, she flies at Excellent speed.

NIGHTCRAWLER™. Kurt Wagner has always been a religious person. He has come to terms with many powerful beings who have styled themselves as gods, but now is confronted with a being that dwarfs even their power. Where is the boundary between mere super-powers and a true godhood? This disturbs Kurt's outlook on life. For each Morning shift he remains on the Battleplanet after the first morning, subtract 20 Karma to reflect this unease.

ROGUE™. Rogue is in a ticklish position—her past career with the New Brotherhood of Evil Mutants brought her into direct conflict with Captain America and the Avengers. She now serves with the X-Men, and is placed in the hero camp. Rogue's divided loyalties (and her desire to be on the winning side) work against her. When in combat with the villains, she loses 20 Karma.

CYCLOPS™. As with Hawkeye, Scott Summers is a new husband, taken from his honeymoon by the Beyonder to be part of this war. Each Morning shift after the first morning that Cyclops is on the planet, subtract 10 Karma from his score.

WOLVERINE™. Like Captain America, Wolverine is a fighter. Unlike Cap, Wolverine has no bad feelings about killing in combat. In this adventure, Wolverine suffers no Karma penalty for slaying an "Evil" opponent. Inform the player running Wolverine of this in his first fight. Wolverine will still lose Karma for killing heroes (including Magneto), or for letting innocents die.

COLOSSUS™. Peter Rasputin is also separated from his heart's desire, Kitty Pryde, back on Earth—subtract 10 Karma every Morning shift he is still on the Planet after the first morning.

LOCKHEED THE DRAGON™. Kitty's "pet" Lockheed has his own mind and feelings on the matter of being grabbed and sent off into another galaxy. He will wander off after the "First Blood" Event, and will reappear if the X-Men are in great need. Treat the dragon as an NPC.

The Incredible **HULK™**. Bruce Banner currently controls the Hulk, but that control is eroding due to the stresses of the war and other forces on Earth. The Hulk



cannot top Unearthly Strength while Bruce's personality is in control. If Banner surrenders his mind to the "Savage Hulk," the Hulk can attain his full power, but will react in typical Hulk fashion: attack anything that threatens, friend and foe, then bound away from anyone for 3 shifts to brood. ("Hulk not care about silly war, Hulk want to be left alone!") Banner will regain control after three shifts have passed.

The Amazing **SPIDER-MAN™**. Like Hawkeye, Spider-Man has a high-tech weapon with a limited number of uses (his webshooters). After each major use (a large amount of webbing shot off, a combat, or a large distance covered by webswinging), make a Reason FEAT roll. If it fails, the webshooters have run dry. No Karma can be spent on this roll. In addition, Spidey's outfit (one of the few not made of unstable molecules) will suffer the wear and tear of combat. The creature that can replace Spider-Man's outfit is in a random location at Doombase. This outfit has the webshooting abilities of the old, and can change shape at Spidey's mental command.

MR. FANTASTIC™. Leader of the Fantastic Four, Reed is troubled by being separated from his wife during her second pregnancy. He suffers a 10 point Karma loss each Morning shift he spends on the planet after the first.

The THING™. The properties of the Battleplanet allow the Thing to change into Ben Grimm and back to the Thing. This change can occur in stress periods, such as at the beginning of combat. At these times, make a Psyche FEAT roll for the Thing; add no Karma. If the roll is successful, the Thing becomes Ben Grimm (this is Ben's subconscious working overtime—he does not like being the Thing, though he sees the value in combat). After the stress is over, make another check to see if he reverts. After the third such change, Grimm can change from Ben-form to Thing-form and back at will, but will lose 30 Karma every time he changes from Ben Grimm to the Thing.

Ben Grimm

F	A	S	E	R	I	P
Ex	Gd	Gd	Gd	Gd	Gd	Rm
Health: 50				Karma: 50		
Resources: Remarkable				Popularity: 80		

The HUMAN TORCH™. The Battleplanet is the home of Zsaji, the Alien Healer. If the Torch and Zsaji meet, the pair will have an immediate attraction to each other. Should something happen to her, Torch will seek out the guilty party, or lose 100 Karma.

MAGNETO™. Magneto is placed within the hero group because he perceives himself as a just, fair, and powerful mutant. If Magneto is an NPC, play him as an arrogant, angry individual who will insist on

being the leader, and is accustomed to being obeyed. Enemies are to be killed, as per the Beyonder's instructions. If crossed, Magneto will fight unless badly outnumbered and outpowered. Check the Event "A Matter of Magneto..." If a player is running Magneto (who, like Thor, should be run alone), impress upon the player these facts of Magneto's personality. Magneto will lose all Karma if a mutant dies (this refers to Professor X or any of the X-Men), but Magneto will not suffer Karma loss for any other characters dying.

Magneto's magnetic powers can affect Iron Man's and Doctor Doom's armor, Wolverine's claws and skeleton, Colossus' armored form, Captain America's shield, Ultron's robot body, and any other objects made of iron or steel; check the Roster Booklet for which heroes and villain's carry such weapons or equipment. Magneto's energy control powers can affect Captain Marvel's electromagnetic form. His force field can stop Thor's hammer if he concentrates and does nothing else.

The New **SPIDER-WOMAN™**. The new Spider-Woman was in Denver when it was captured, and came with the real estate. She is unknown to all the assembled heroes and is trying to join them and get off the planet. She is not practiced in her mind-web power as yet, so make a Psyche FEAT roll each time she uses it—failure indicates that she falls unconscious from the strain for 1-10 rounds.

SECTION 7: RUNNING THE VILLAINS

Handling the bad guys is slightly different from working with NPC heroes. The villains will always be under your control, with one special exception (see the Planned Event "And Doom Against AH").

Add the Karma of all the villains (except Galactus) together to form one Karma pool. This makes it easier to handle the villains, and easier to determine who wins the war, if a Karma comparison is necessary. The villains will spend Karma as follows:

1. A villain will spend Karma to save his own life if he suffers a "Kill" result on the Battle Effects Chart. If he is reduced to 0 Health and fails his Endurance FEAT roll, he will spend Karma from the pool to prolong his life until rescued.

2. The leaders (Doctor Doom, Kang, and Doctor Octopus) will also spend Karma defensively to prevent or reduce damage to themselves or to escape.

3. Doom, Kang, Ultron, and Doctor Octopus will spend Karma if needed for kit-bashing or inventing items.

4. Galactus will spend his own Karma to reduce the effects of attacks against him. He will also spend Karma to stay alive.

Keep in mind when running the villains that they are not a unified force like most hero groups, but rather a collection of bad guys with their own ambitions. Several events have been included in the Random Event table to reflect that. Certain villains and villainesses have natural alliances with others, so that the actions of one will affect others.

Further Notes

ABSORBING MAN™. Crusher Creel is a violent man placed in a situation where his violence will be rewarded. He welcomes the chance to beat the heroes and collect the reward promised by the Beyonder. He is immune to damage from most energy rays, and could conceivably absorb Captain Marvel's powers, given a chance. He will try to absorb the greatest strength material available at hand before going into combat.

The Absorbing Man is more of a follower than a leader. He does not like nor trust

Doom, but will follow his directions.

DOCTOR DOOM™. Doom is a master planner. He will join the bad guys during the event "Doom Takes Charge," and remain in control until he is betrayed or captured. Doom will accompany his allies on any attacks until Taa II appears—after that he will attempt to break into Galactus' ship in order to find the means to defeat the Beyonder.

Doom will enter Taa II if Galactus' attention is momentarily diverted by communication, battle, or effects of the heroes or villains in damaging the Battleplanet. If Doom reaches the ship, he will find Klaw and part of the information he needs. Doom will be expelled three shifts afterwards, and will spend three shifts processing the data he has collected. If he has the opportunity, he then will be able to reduce the Beyonder to near mortal power and increase his own abilities. See the Event "...And Doom Against AH"

Doom is haughty and proud, with a mind as warped as the twisted face beneath his mask. He is accustomed to a position of power, with others carrying out his orders. Ultron, Molecule Man, Titania, and



Volcanna are loyal to him, but Doom does not care if they live or die, as long as his plans succeed.

DOCTOR OCTOPUS™. This long-time foe of Spider-Man will lead a direct assault if necessary, but would prefer to attack from stealth and usually from behind. He has a fair understanding of the alien technology, but he is not the technical genius that Doom is. Octopus feels he is capable of taking command if the mad tyrant of Latveria stumbles or is betrayed.

ENCHANTRRESS™. A native of Asgard, as is the hero Thor, the seductive Enchantress holds a special place in her heart for the thunder-god. She will not directly attack him, but will let other villains do so. In combat, the Enchantress prefers the use of spells and distance weapons to brute force, but she will engage in hand-to-hand combat if attacked in this manner. The Enchantress cannot summon, enlist the aid of other-dimensional beings, or use dimensional energies while on the Battleplanet.

Two of the Enchantress' spells are of great importance. The first is her teleportation spell, which will allow her and up to a dozen allies to travel instantaneously from point to point. She must make a successful Yellow Psyche FEAT roll to teleport. The attempt is exhausting, and she will be unable to use her magic during the next shift. The second important spell is her mind-blank spell, which creates psychic interference of Shift X level. This spell blocks telepathic probes, and she will use it immediately if Professor X probes the villains' defenses.

The Enchantress is uncertain of the leadership of the mortal named Doom, but cannot escape the planet.

GALACTUS™. The Eater of Worlds is an enigma, and is partially removed from the mundane toils of the others placed in the villains' camp. Galactus is as over-matched by the Beyonder as most mere mortals are overwhelmed by his presence. Yet he has a plan. Following his initial defeat by the Beyonder, Galactus calls his Worldship, Taa II. His intention is to use the power and technology of Taa II and the energies of the Battleplanet to gain the strength to confront the Beyonder. This act will destroy both his Worldship and the planet, including the combatants, good and evil. He can be delayed from these actions by force, reason, or threatening his resources, as noted in the Event "My Dinner With Galactus."

His long relationship with the Fantastic Four gives Reed Richards a chance of talking to him. Galactus' powers are such that a mental command can move mountains, level hills, and do up to his highest Rank Number of damage to one character, depending on the strength of abilities. Galactus is loath to kill in this fashion, as

such would be a loss of life that he cannot absorb.

KANG™. Kang the Conqueror is akin to Doctor Doom in that he is proud, haughty, and accustomed to having his orders obeyed. If he survives, he will plot to overthrow Doom. This anger towards Doom may be capitalized upon by the heroes.

In addition to the weapons within his armor, Kang has access to the alien technology provided by the Beyonder. He carries a high energy force-beam projector that causes Unearthly slugfest damage and has a range of 3 areas. He cannot use his force field when firing this weapon.

KLAW™. If Doom (or another character) enters Taa II, he or she will discover the mechanism holding the sound-body of Klaw in sector R. Klaw was trapped in Galactus' machine after his sonic form was absorbed by the Dazzler, who was then recruited and modified by Galactus. The ordeal of being captured first by Dazzler, and then by Galactus' machines has taken a heavy toll on Klaw's mind—his will to fight is gone, and he is mentally unbalanced.

Klaw will fight only if attacked, or directly ordered to fight by Doom, who must stay within three areas of Klaw in order to command him. Klaw fears both Doom and Galactus.

LIZARD™. The Lizard is a brutish creature, much like the original Hulk. The Lizard prefers small battles, one-on-one, as opposed to large-scale melees. Lizard will be in the "First Blood" Event, but after that encounter will seek to escape from both sides. Any lone hero may encounter the Lizard in the swamp, at your option. The hero would start in area D, the Lizard two areas away.

MOLECULE MAN™. Owen Reece is simultaneously the weakest and most powerful of the villains. He has the lowest Health and no protective body armor or force field, but can literally move mountains. The only limits of his ability are your imagination, Owen's Psyche FEAT rolls, and Reece's limited understanding of technology.

Reece was undergoing therapy regarding his villainy when taken by the Beyonder. He has a new father figure in Doctor Doom, whose orders he will follow to the letter. There is a chance the heroes can reason with Owen if they get him away from Doom, so Doom will keep Owen with him as much as possible in combat. Owen will try to avoid physical combat, and will not use his power if it endangers others than heroes. He will avoid hand-to-hand combat, as it tends to be rather messy.

During the war, Owen builds a relationship with the super-villainess Volcana. He has deep feelings for the woman, and will react violently if she is hurt or endangered, seeking revenge.

TITANIA™. Formerly Mary "Skeeter" MacPherran, Doom used the power of the Tempest and the alien technology to give her great physical strength and invulnerability. She revels in her new power, and seeks to prove herself to the others. She will always seek out the toughest-looking male hero in combat, usually the Thing, the Hulk, or Thor. Titania loyally obeys Doom's commands.

ULTRON™. The deactivated Ultron was recovered and reactivated by the Beyonder, then crippled by Galactus. Doom has reactivated the robot, but reprogrammed it to follow only his commands. If captured and deactivated again, Ultron can be reprogrammed as an Unearthly technology.

In addition to its normal weaponry, Doom has added a "disintegrator" ray to it. The disintegrator is actually a transporter that teleports its victims to a holding cell in Doombase.

Ultron, unless reprogrammed, will remain loyal to Doom. If the Betrayal Event occurs after Doom is in full charge of the villains, Ultron evades Doom's programming and regains its insane hatred of all life. Ultron escapes, destroying anyone in its way, and sets up its own robotic base. Doom has placed input into Ultron so that if he, Doom, is defeated, Ultron can carry out his mission to defeat the Beyonder.

VOLCANA™. As with Titania, Volcana gained her powers when Doom harnessed the Tempest with alien technology. She is generally loyal to Doom, impressed by his charisma, and will follow his orders. She prefers to use her plasma powers at a distance, however, as opposed to entering into hand-to-hand conflict. In her short career as a super-powered villain, she has fallen for Owen Reece, the Molecule Man. Should anything happen to Reece, Volcana will try to seek out and slay those who hurt Owen.

The WRECKER™ and the WRECKING CREW™ (Thunderball, Piledriver, and Bulldozer). This foursome has worked together against Thor without much success. The other three members recognize the Wrecker as their leader, and will follow his orders. The Wrecker does not care who is in supreme command, as long as their team wins the Beyonder's contest. He will follow Doom, Kang or Doctor Octopus, and take over leadership only if the other three have been neutralized, captured, or killed.

The Wrecking Crew prefers to work as a team, ganging up on one powerful hero if possible. If any of the members of the crew are captured, the survivors will try to seek them out and spring them. If any of the crew is killed, the survivors will seek vengeance on the killer, regardless of any orders to the contrary, as described in the "Hunt" Event.

KARMA AWARDS: THE SECRET WARS

Karma can prove to be one method of determining who wins the Secret War. For this reason, Karma awards are summarized here.

Normal campaign awards for obligations, responsibilities, and the like are not made in this adventure. Most of the "supporting cast" for a hero is back on Earth. Certain heroes (notably Hawkeye, Cyclops, Mr. Fantastic, and Colossus) will suffer a penalty for remaining on the Battleplanet because of the situation at home.

In large-scale combat involving dozens of super-powered beings, it is difficult to tell overall winners and losers. Use the following figures to determine Karma:

For each character on a side to survive combat in a conscious state. *100
For each character unconscious. -50
For each opponent unconscious or captured. *100
In addition, add the opponent's highest

rank number to this award for each opponent that is captured.

If a hero kills a villain, that hero's Karma drops to 0. In addition, any other hero controlled by the same player loses 100 Karma. If the killing hero was part of a Karma pool, then the pool drops 200 points as well. (Example: if Hulk and Iron Man are controlled by the same player, and Hulk kills Doctor Octopus, then Hulk loses all Karma, and Iron Man loses 100 Karma). The exceptions to this rule are Wolverine (who loses nothing for killing villains, nor does his Karma pool), and Magneto (who loses Karma only if a mutant dies—any other heroes controlled by the same player lose Karma, however.)

For purposes of Karma awards, consider the end of a battle to be when one side or the other escapes, or are all rendered unconscious, or are placed in a position where they cannot fight back.

For villains, find the total and add it to the total pool. For heroes, divide it among the players in the game. They in turn may assign it to specific heroes they control, or

may form a common pool from which all heroes may draw.

Finally, certain actions gain Karma for certain heroes.

If the **FF, AVENGERS, and IRON MAN** drive off **Magneto** in

Event 1. **100 each**
THOR: controls Tempest. +30/Shift
STORM: controls Tempest. +30/Shift
PROFESSOR X: Joins Magneto. +100
X-MEN: Join Magneto. +50 each
THOR: Answers Enchantress' call. +100
WASP: Avenges She-Hulk. +50
SHE-HULK: Avenges Wasp. +100
HUMAN TORCH: Avenges Zsaji. +100
PROFESSOR X: Fights in battle. +20
PROFESSOR X: Tries mind alteration. -ALL
ROGUE: Fights villains. -20
NIGHTCRAWLER: Each Morning. -20
CYCLOPS: Each Morning. -10
MR. FANTASTIC: Each Morning. -10
COLOSSUS: Each Morning. -10
HAWKEYE: Each Morning. -10
WOLVERINE: Kills Villains. **NO LOSS**
BEN GRIMM: Becomes Thing. -30
MAGNETO: Lets a Mutant Die. -ALL
ALL PLAYERS: Playing in character (Judge's Opinion). +30/Day



Designed by Jaunty Jeff Grubb
Edited by Ebullient Ed Sellers
Graphic Design by Raffish Ray Silbersdorf
Front Cover by Mike Zeck
Back Cover by Bob Layton
Illustrations by Jeff Butler, Bob Layton, and Mike Zeck
Maps by David S. "Diesel" LaForce
Interior Illustrations: Roster Book
Jeff Butler, John Byrne, Dave Cockrum, Kerry Gammill, Mark Gruenwald, Bob Layton, Luke McDonnell, Al Milgrom, Keith Pollard, Walt Simonson, Paul Smith and Ron Wilson.
Interior Illustrations: Adventure Book
Mike Zeck and Bob Layton



6860

394-54172-3TSR0600

ISBN 0-88038-184-1



MARVEL SUPER HEROES™



SECRET WARS ROSTER BOOKLET

HOW TO USE THE ROSTER BOOKLET

This booklet contains the statistics and abilities of the majority of the heroes and all the villains that were a part of the SECRET WARS™. The following heroes are not included: Spider-Man™, Mr. Fantastic™, The Thing™, The Human Torch™, Captain Marvel™, Captain America™, and Wolverine™. Their abilities and powers can be found in the MARVEL SUPER HEROES™ Role Playing Game boxed set and are not duplicated here.

Each entry is broken down as follows: the hero's name and identity; a summary of his ability ranks and variable abilities; his powers and talents; and finally a background section. The hero's name is his "business name" when fighting crime (or committing crimes, in the case of villains). A hero's ability ranks and variable abilities are as defined in the MARVEL SUPER HEROES rule books. Powers and talents are those specially tailored to that hero—similar powers are not always handled the same way. Finally, the background section

briefly summarizes the character's origin and how he or she was drawn into the SECRET WARS.

This text can also serve as a reference text for adventures within your own MARVEL SUPER HEROES campaign, as it contains more than 30 important heroes and villains in the Marvel Universe. When assigning characters, either photocopy necessary pages for your players, or permit them to copy the information on their Character Information Sheets. Photocopying material in this book for private use only is permitted. Cutting up the book is not recommended, as the individual heroes and villains will tend to get misplaced.

As Judge, familiarize yourself with the characters and get a general idea of their powers and limitations. It will help to know Hawkeye is packing a flame-killer arrow if he's attacked by Volcana, or that Klaw's Reason ability has been diminished by his long stay in the bowels of Galactus's ship,

or that Jim Rhodes is Iron Man at the time of the SECRET WARS. Knowing where to find the information is more important than knowing the exact information (another good reason not to cut up the book).

You should note that certain characters have special limitations placed upon them, either due to the nature of the SECRET WARS Battleplanet, or because they are separated from loved ones left on Earth. Such limitations are noted in the Heroes and Villains sections of the Adventure Booklet. The characters should be made aware of these limitations as they develop, but not told them at the start of the adventure.

The basic abilities and powers of all the heroes and villains are listed on the Summary Chart inside the cover of this module. This allows you an easy reference in combat.

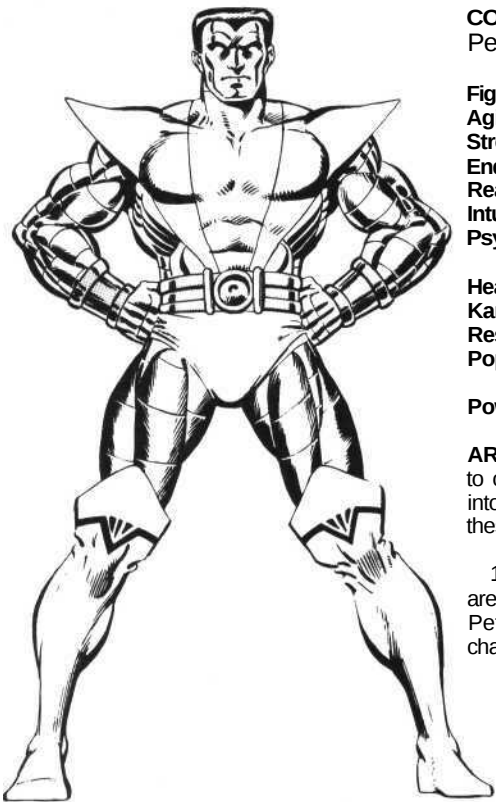
Herein are the Earth's mightiest heroes and most fiendish villains—The combatants in the SECRET WARS.

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COLOSSUS™
Peter Rasputin, student

Fighting: GOOD
Agility: GOOD
Strength: EXCELLENT [MONSTROUS]
Endurance: EXCELLENT [AMAZING]
Reason: TYPICAL
Intuition: TYPICAL
Psyche: EXCELLENT

Health: 60 [145]
Karma: 32
Resources: POOR
Popularity: 10

Powers:

ARMORED FORM. Peter can convert his body to organic osmium steel at will, turning himself into an armored giant. In armored form, he has these powers:

1. Peter's Strength, Endurance, and Health are raised to the bracketed levels. Damage to Peter's armored form is healed when he changes to human form, unless the current

Health of his armored form is below 60; if it is below 60, Peter's human form has that level of Health. If Peter is hurt in human form, that damage is carried over to his armored form. If Peter is knocked unconscious, he reverts to human form.

2. In steel form Colossus gains Amazing body armor, Monstrous resistance to heat and cold, and Remarkable resistance to radiation and electricity.

Background: Peter Rasputin was born near Lake Baikal in the Soviet Union. His mutant powers manifested themselves in his teens, and the young Russian was recruited by Professor X into the X-Men. At the time of the SECRET WARS, Peter has a sweetheart relationship with Kitty Pryde (Ariel), and his younger sister Illyana is a member of the New Mutants. Kitty and Illyana are back on Earth, and Colossus thinks about them often.

CYCLOPS™
Scott Summers, adventurer

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL
Endurance: REMARKABLE
Reason: EXCELLENT
Intuition: REMARKABLE
Psyche: REMARKABLE

Health: 76
Karma: 80
Resources: GOOD
Popularity: 5

Powers:

OPTIC BLASTS. Scott's eyes constantly emit a ruby-colored beam of force which he controls with an adjustable visor or with special glasses. The beam causes Amazing slugfest damage when on the narrowest setting. The narrow beam has a range of three areas. Cyclops may widen the opening in his control-visor to take in multiple targets, though all these target must be in the same area. The wide beam causes Excellent slugfest damage to everyone in the target area. The range of this wide beam is one area. Cyclops fires his optic blasts with Incredible Agility.

Talents: Scott is an accomplished pilot.

Background: Scott Summers and his brother Alex were orphaned at a young age when their parents were captured by the alien Shi'ar. Scott was the first mutant recruited by Professor Charles Xavier. Scott has led both the old and new X-Men, and has usually demonstrated a level-headed attitude toward leadership. After the death of his long-time love, Jean Grey (who was Marvel Girl of the original X-Men and later Phoenix), Scott fell in love with and married Madelyne Pryor, a pilot for his grandparent's Alaskan airline. Scott was on his honeymoon in Hawaii when he was pulled (literally) into service in the SECRET WARS.





HAWKEYE™ Clint Barton, Avenger

Fighting: GOOD
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 70
Karma: 22
Resources: TYPICAL
Popularity: 45

Powers:

EXTRAORDINARY VISION. Hawkeye has Remarkable vision, hence his name.

IMPAIRED HEARING. Hawkeye wears a hearing aid to correct damage from an earlier adventure. His Intuition is Poor when listening.

BOW SKILL. Hawkeye has Monstrous Agility with a bow, and Amazing Agility with any weapon that requires an Agility FEAT in combat. His bow has a 75-lb pull and a range of 7 areas.

ARROWS. At the start of the SECRET WARS adventure, Hawkeye has the following assortment of arrows in his quiver:

- 12 Blunt-tipped arrow (Excellent Slugfest damage)
- 6 Sharp-headed arrows (Excellent Shooting and Throwing damage)
- 4 Explosive (Amazing damage); effect is similar to high explosive grenade
- 4 Smoke (Covers 1 area)
- 3 Electrical (Amazing damage)
- 3 Tear Gas (Excellent Potency)
- 2 Flare (2-area radius light or Good fire damage)
- 1 Cable (Incredible material; length 2 areas)
- 1 Flame-killer (Amazing smothering effect or damage to flaming targets)

Talents: Hawkeye has trained under Captain America, and is skilled in several martial arts.

Background: Hawkeye became proficient with the bow when he was growing up in a circus. He began his career as a villain, but soon switched over to the good guys, joining the Avengers. His brash, head-strong personality has moderated somewhat since his recent marriage to Barbara Morse, the Mockingbird.

THE HULK™

Robert Bruce Banner, physicist

Fighting: REMARKABLE
Agility: GOOD
Strength: UNEARTHLY
Endurance: MONSTROUS
Reason: REMARKABLE
Intuition: GOOD
Psyche: TYPICAL

Health: 215
Karma: 46
Resources: FEEBLE
Popularity: 1

Powers:

DENSE FLESH. The Hulk's tough, massive body gives him Monstrous protection from physical attacks and Amazing protection from energy attacks.

EXTRAORDINARY SENSE. The Hulk can see forms in the Astral Plane. He has no other psychic powers.

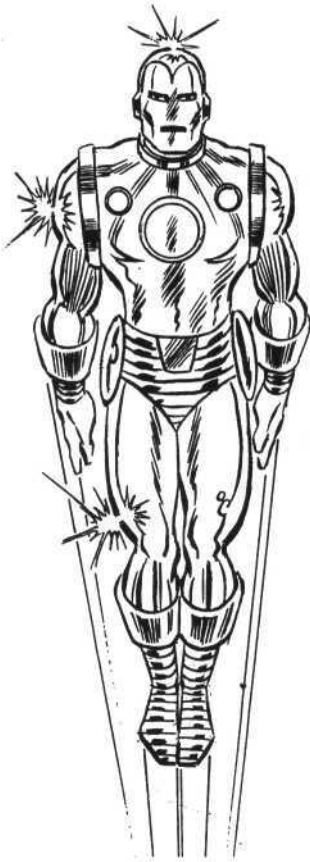
LEAPING. The Hulk has Unearthly leaping ability, and after the first leap can double his normal distance on the second. He uses this power primarily for long-distance travel, but can use it in combat (treat as a charging attack).

ADRENALINE SURGE. The statistics above are for the Hulk at normal times. When angered, the Hulk undergoes a surge of adrenaline which will raise his Fighting ability to Amazing and his Strength ability to Shift X (raise his abilities by one level each round). If severely provoked, the Hulk can reach Class 1000 Strength, at the Judge's discretion (usually only when confronted with a Class 1000 obstacle). The Hulk loses half of all his Karma when he undergoes this adrenaline surge, and will tend to be unstable, vicious toward foes and wary of friends. At the time of the SECRET WARS, Bruce Banner's personality is in control of the Hulk. Using the adrenaline surge causes the Hulk to lose control and revert to his brute personality. When using the adrenaline surge (and for three rounds after that), the Hulk's Reason = Feeble, Intuition = Typical, and Psyche = Remarkable.

Talents: Dr. Banner's studies specialize in radiation applications and nuclear physics. His reason is Incredible in these fields.

Background: A gamma-bomb test irradiated Dr. Banner, turning him into the savage Hulk. At the time of the SECRET WARS, Banner controls his Hulk-form, but that control is slipping, making him irritable and angry.





IRON MAN™

James Rhodes, mercenary

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL [INCREDIBLE]
Endurance: TYPICAL [MONSTROUS]
Reason: GOOD
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 52 [155]
Karma: 36
Resources: GOOD
Popularity: 70

Powers:

All of Iron Man's powers derive from his steel-alloy armor. The armor increases his Strength, Endurance, and Health to the bracketed levels and has the following powers:

BODY ARMOR. The armor provides Amazing protection from physical damage, as well as Unearthly resistance to radiation and Remarkable resistance to heat, cold, and acid.

FLIGHT. The jets in Iron Man's boots enable him to fly at Monstrous speed.

REPULSORS. Each gauntlet contains a plasma projector capable of causing Amazing damage. A repulsor has a range of 10 areas.

CHEST LAMP. The high-intensity lamp allows

Iron Man to see in darkness or blind an unsuspecting foe for 1-10 rounds. The victim can avoid blindness by making a successful Endurance FEAT roll.

AIR SUPPLY. When sealed, the armor contains enough air for 2 hours underwater or in total vacuum.

FIRE EXTINGUISHER. The armor can spray a one area foam that has a Remarkable effect on fires.

ENERGY ABSORPTION. The armor can absorb up to an Unearthly amount of electricity in one round, and channel it out through the repulsors. The electrical blast has a range of 10 areas. The armor's storage pods can contain up to three rounds of Unearthly absorption. The armor can be modified to absorb other forms of energy.

OVERRIDE. Iron Man can remove the armor's safety interfaces to channel all his power into one round of Unearthly Strength or Unearthly repulsor damage. Following the round, make a Yellow FEAT roll on the Shift 0 column—failure means that the armor is immobilized by damage and must be repaired.

Background: The Iron Man armor was designed by inventor Tony Stark. James "Rhodey" Rhodes was given the suit when Stark lost his battle with alcoholism. At the time of the SECRET WARS, Rhodey is still learning to use the armor effectively.

MAGNETO™

Magnus, mutant leader

Fighting: GOOD
Agility: REMARKABLE
Strength: GOOD
Endurance: MONSTROUS
Reason: INCREDIBLE
Intuition: GOOD
Psyche: AMAZING

Health: 125
Karma: 100
Resources: AMAZING
Popularity: 10

Powers:

MAGNETIC CONTROL. Magneto is the Mutant Master of Magnetism. He can mentally manipulate iron and iron-based materials (such as steel and adamantium) with Unearthly power. He can assemble complicated machinery by force of will and manipulate ferrous objects at any distance he can directly see.

ENERGY CONTROL. In addition to his magnetic powers, Magneto has Monstrous control over all forms of electro-magnetic energy: heat, light, electricity, ultraviolet, gamma rays, X-rays, radio waves, and even gravitons. He can project these energies to any distance in direct sight. Magneto can use these energies to cause Amazing damage from a distance, or Monstrous damage when touching the victim.

FORCE FIELD. Magneto can generate a force field of Unearthly rank around 1 area; the force field becomes one rank weaker for each additional area it encloses. This field is different from most force fields because Magneto can use his energy attacks and magnetic manipulation powers through this field. This force field is effective against physical, energy, and mental attacks.

FLIGHT. By manipulating the normal magnetic field of a planet, Magneto can fly at Remarkable speed.

ASTRAL PROJECTION. Magneto has some limited mental powers. He can project his spirit into the astral plane; his power rank is Typical.

TELEPATHY. Another of Magneto's mental powers is his Typical telepathy. This is usually sufficient to control a weak or badly defeated mind.

Talents: Magneto has Amazing reason in the sciences of genetics and electronics.

Background: Magneto is devoted to the preservation of mutantkind, *Homo Superior*. To that end he will take actions he deems necessary to help mutants, including the enslavement of the "normal" majority, *Homo Sapiens*. He believes that his goals justify the use of force and violence. This attitude has brought him into conflict with Professor X, the X-Men, and other heroes.





NIGHTCRAWLER™
Kurt Wagner, adventurer

Fighting: EXCELLENT
Agility: AMAZING
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: EXCELLENT

Health: 106
Karma: 50
Resources: POOR
Popularity: 2

Powers:

TELEPORTATION. Nightcrawler can move instantaneously from point to point, his movement accompanied by a cloud of sulfurous smoke and a "Bamf" noise. He can teleport up to 2 miles east or west, 3 miles north or south, and 2 miles vertically. If Kurt teleports near these limits, or carries additional weight while teleporting, he must make a successful Endurance FEAT roll or fall unconscious for 1-10 rounds. Anyone accompanying Kurt on a teleport must make a successful Yellow Endurance FEAT roll to stay conscious. Nightcrawler normally does not teleport to locations he cannot see. Kurt can perform a second action in the round he teleports if he makes a successful Endurance FEAT roll.

PREHENSILE TAIL. Nightcrawler can support his own weight with his tail, or use the tail as an additional grasping limb.

INDIGO FUR. Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for him in the dark (without infravision) shifts his Intuition two columns to the left.

Talents: Kurt is a skilled acrobat and fencer. He shifts one column to the right when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

Background: Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. When local townspeople accused him of being a demon, the young German was rescued by Professor Xavier and recruited into the X-Men. Kurt is a deeply religious and caring young man, but he uses a flippant attitude to hide his true feelings.

PROFESSOR X™
Charles Xavier, geneticist

Fighting: FEEBLE
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: INCREDIBLE
Intuition: AMAZING
Psyche: MONSTROUS

Health: 48
Karma: 165
Resources: REMARKABLE
Popularity: 20

Powers:

TELEPATHY. Xavier is the world's most powerful telepath; his power rank is Unearthly. He can read the thoughts of others and contact other sentient minds at a range of 250 miles normally, or up to 500 miles if he makes a successful Endurance FEAT roll. He can alter the thoughts of one person per turn, but only if that person is in Xavier's presence (same area). Xavier can generate mental illusions, make himself appear invisible, or induce temporary paralysis in others. Xavier must make a successful FEAT roll to use his telepathic powers; his Unearthly power rank is shifted one column to the left for each rank of the victim's Psyche above Typical. (For example, if Xavier tried to alter the thoughts of someone with an Incredible Psyche, Xavier's power rank would be Remarkable.)

Altering the minds of others is anathema to the Professor—he loses all Karma if he attacks

in this fashion, unless the victim is attacking Xavier (you must decide when any other use of mind alteration is justified).

MENTAL BOLTS. Xavier can attack any living target within two areas with bolts of mental force. These attacks use his Monstrous Psyche rank and the slugfest column of the Battle Effects Table. These bolts cause up to Unearthly damage, and are unaffected by body armor or force fields (except mentally-created force fields).

MUTANT DETECTION. Professor X is sensitive to the mental wave-lengths of fellow mutants. He can detect another mutant four areas away automatically. This range is boosted significantly by Cerebro, a mind-enhancing device located in his mansion.

ASTRAL FORM. Xavier can separate his astral self from his body and enter nearby mystic planes. His ability rank is Monstrous.

Talents: Xavier is skilled in electronics and is a leading authority in genetics.

Background: Charles Xavier is the founder and mentor of the X-Men. His actions have remained behind the scenes until recently, when he regained his ability to walk. Now he can lead his team from the forefront, and he intends to do so.





ROGUE™
(Real name unrevealed), adventurer

Fighting: GOOD
Agility: EXCELLENT
Strength: AMAZING
Endurance: GOOD
Reason: POOR
Intuition: GOOD
Psyche: POOR

Health: 90
Karma: 18
Resources: POOR
Popularity: 0

Powers:

POWER ABSORPTION. Rogue automatically absorbs the powers and abilities of other beings by touching her skin to theirs. If an opponent tries to avoid her touch, Rogue must make a successful FEAT roll, using her Amazing power rank, to touch the opponent. Each round of contact transfers all the victim's abilities to Rogue for four rounds. During this time the victim is unconscious. Contact beyond one round is dangerous, because the victim's personality and memories, as well as his abilities, may be transferred to Rogue permanently. Rogue must

make a successful Psyche FEAT roll to avoid a permanent transfer. Failure indicates that the victim's mind is wiped clean, Rogue takes on the victim's personality, and her Psyche is lowered one rank. If her Psyche ever drops below Feeble, Rogue goes mad and must be controlled by the Judge.

Rogue can possess the powers of more than one victim at once. However, she cannot absorb artificial abilities or extreme physical differences (such as Nightcrawler's tail). Her power does not affect robots.

FLIGHT. Rogue can fly at Good speed, an ability she drained permanently from Ms. Marvel.

BODY ARMOR. Another theft from Ms. Marvel, Rogue has incredible body armor.

CONFLICTING PERSONALITIES. Because she has two separate thought patterns, Rogue has Unearthly resistance to mental probes and mental attacks.

Background: Rogue grew up on the lower Mississippi, but most of her background remains a mystery. She was formerly a member of the New Brotherhood of Evil Mutants, but after she absorbed permanently the powers and memories of Carol Danvers (Ms. Marvel), Rogue lost control of her abilities. She has sought help from Professor X, but she is unsure of herself as a "hero."

SHE-HULK™
Jennifer Walters, lawyer

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: AMAZING
Endurance: AMAZING
Reason: TYPICAL
Intuition: GOOD
Psyche: EXCELLENT

Health: 150
Karma: 36
Resources: EXCELLENT
Popularity: 30

Powers:

DENSE FLESH. She-Hulk's dense flesh provides her with Incredible body armor.

LEAPING. She-Hulk can make Remarkable leaps of up to 3 areas distance by using her powerful leg muscles.

ALTER EGO. Like the Hulk, She-Hulk has a weaker alter ego. She can change from one form to another at will, but prefers her She-Hulk form. She retains a similar personality in both forms, though the She-Hulk is usually more short-tempered and action-oriented. Exposure to gamma radiation will force her to change from one form to another unless she makes a successful Endurance FEAT roll.

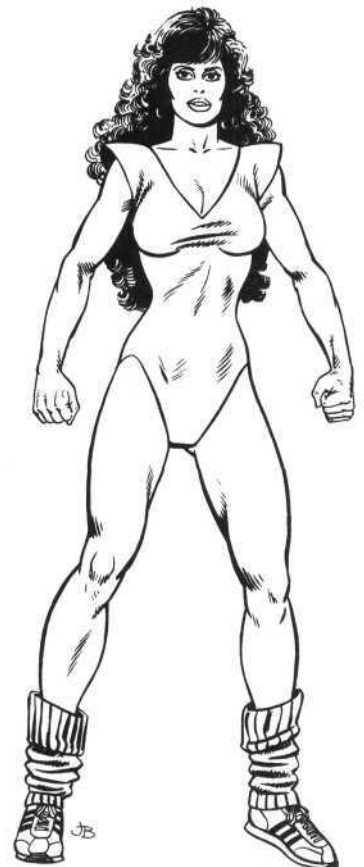
Jennifer Walters

F	A	S	E	R	I	P
Ty	Ty	Pr	Gd	Gd	Gd	Ty

Health: 26
Karma: 26
Resources: Excellent
Popularity: 10

Talents: Jennifer was a lawyer before her transformation into the She-Hulk. Her Reason is Excellent in matters of the Law.

Background: Jennifer Walters was involved in a gangland shooting, and saved only by a blood transfusion from her cousin, Dr. Bruce Banner (the Hulk). Banner's gamma-irradiated blood gave her the ability to transform into the She-Hulk. Jennifer became a crime-fighter on the West Coast. She moved recently to New York to join The Avengers.





SPIDER-WOMAN™ (Real name unrevealed)

Fighting: GOOD
Agility: AMAZING
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: GOOD
Intuition: TYPICAL
Psyche: REMARKABLE

Health: 130
Karma: 46
Resources: GOOD
Popularity: 7

Powers:

WALL-CRAWLING. Spider-Woman sticks to all surfaces automatically as she desires, allowing her to walk up walls and hang from ceilings. She must make a successful Agility FEAT roll to adhere to a wet or slippery surface.

PSYCHIC WEB. Through intense concentration, Spider-Woman can create a psychic web. This web radiates from Spider-Woman in all directions, and imprisons anyone within its range, friend or foe. Within the area Spider-Woman is occupying, the web is a Monstrous material, while in immediately adjacent areas it is a Remarkable material, and two areas away the web is a Typical material. The web is a physical manifestation that can be ripped or shredded.

ded. The web disappears if Spider-Woman is knocked unconscious. Spider-Woman can move when projecting this web only if she makes a Red Psyche FEAT roll; the web disappears if she fails the roll.

Background: The full background of the New Spider-Woman is unrevealed at the time of the Secret Wars. It is known that she is relatively new at super-powered adventure, having used her powers three or four times before the war. She was caught when the part of Denver she was in was taken by the Beyonder to complete the Battleplanet.

STORM™ Ororo Munroe, adventurer

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: TYPICAL
Endurance: AMAZING
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: GOOD

Health: 106
Karma: 36
Resources: POOR
Popularity: 4

Powers:

WEATHER CONTROL. Storm has the power to manipulate weather patterns, creating wind, rain, lightning, and other effects at will. Her power rank is Amazing, and she may cause up to Amazing damage per round with weather attacks. If Storm is using her power at maximum level for more than four rounds, she must make a successful power FEAT roll each following round to keep the storm under control. If she fails the roll, the storm goes wild, causing Monstrous damage to those in the area until the storm is brought under control. If Ororo is knocked unconscious, any weather she has created clears, unless it is of Amazing intensity; in this case a successful power FEAT roll means that the weather clears, failure means that the weather goes wild.

FLIGHT. By controlling the wind, Storm can fly at Excellent speed. She can create enough wind to carry others, if she makes a successful power FEAT roll; her power rank is shifted one column to the left for each person over three she tries to carry.

Talents: Ororo is a skilled lockpick, thief, and escape artist. Her Agility is Incredible when she is using this talent.

Background: Ororo was born in America, but moved to Cairo as a child. Her parents were killed in an air raid, and Ororo grew up on the streets of Cairo. As her powers matured, she wandered the African continent, finally being worshipped as a goddess in Kenya. Professor X contacted her there when forming the new X-Men. She has led the X-Men since Scott Summers' departure. Storm has undergone some significant changes since she assumed the mantle of leadership, and is not happy with the idea of giving it up to Xavier.





THOR™ Thor, Prince of Asgard, God of Thunder

Fighting: UNEARTHLY
Agility: EXCELLENT
Strength: UNEARTHLY
Endurance: UNEARTHLY
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: AMAZING

Health: 320
Karma: 76
Resources: EXCELLENT
Popularity: 100

Powers:

DENSE FLESH. Thor's tough skin gives him Excellent body armor.

UNIQUE WEAPON. Mjolnir, Thor's hammer, is forged of mystical uru metal, a Class 1000 material. Thor's Fighting ability is Shift X when he uses the hammer. Mjolnir has the following powers:

1. Returns. Thor can throw the hammer up to 10 areas. The hammer will return to his hand in the round that he throws it.
2. Worthiness. Only those living beings pure of heart may wield the hammer. A worthy being (other than Thor) must have at least Remarkable strength and 1000 Karma. If Thor becomes villainous or cowardly, he too must attain the 1000 Karma level before being able to wield it again. A non-living force with Remarkable strength may also wield the hammer.

3. Weather Control. Thor has Unearthly control of weather, and can create storms and lightning that cause Monstrous damage each round. He can also fire lightning bolts of Monstrous rank directly from the hammer.

4. Dimensional Travel. By whirling his hammer in a predetermined manner, Thor can open a mystic rift that allows him to enter other dimensions (such as Asgard, Olympus, or Limbo) or teleport across the globe.

5. Flight. By throwing his hammer and grabbing the thong, Thor can fly by being pulled by his hammer. Thor mentally controls his flight path. He flies with Amazing speed, and can carry up to 100 tons in flight.

6. Shield. By spinning his hammer swiftly, Thor can deflect missiles and energy beams of Remarkable strength or less.

Background: The son of Odin and Gaea, Thor wandered the earth for many years in mortal form before his father revealed his heritage. Thor holds a love for both Asgard and Midgard (Earth). Thor is a founder of the Avengers, and was with the group when they were kidnapped for the Secret Wars.

WASP™ Janet Van Dyne; heiress

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: GOOD
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: GOOD

Health: 46
Karma: 50
Resources: EXCELLENT
Popularity: 65

Powers:

SHRINKING. The Wasp has Incredible shrinking abilities, allowing her to reduce her body to half an inch in height. She retains her Fighting ability and combat Strength at this size, although she can carry only a half-ounce of weight.

FLIGHT. At her smallest size, a pair of wings unfold from the Wasp's back, letting her fly with Good Speed.

WASP'S STINGS. Janet's wrists have implanted bio-electric blasters capable of causing Remarkable damage. The sting's range is limited to the area the Wasp is in.

INSECT COMMUNICATION. Janet can communicate with and control insects; her power rank is Typical.

Talents: none.

Background: Heiress Janet Van Dyne gained her powers from the research of her partner and later husband, Henry Pym. The two were both members of The Avengers™ until their divorce and Pym's subsequent retirement. Janet has proved a capable leader of The Avengers despite the "dizzy brunette" act she puts on. She has expensive tastes and an obsession for fine clothing.



GALACTUS'S "CAT"™™
Guard robot

Fighting: MONSTROUS
Agility: AMAZING
Strength: MONSTROUS
Endurance: AMAZING
Reason: POOR
Intuition: TYPICAL
Psyche: TYPICAL

Health: 250
Karma: 16
Resources: none
Popularity: none

Powers:

BODY ARMOR. The "Cat" has Monstrous body armor which protects against all physical, energy, and magical attacks. The robot's eyes and mouth aren't protected by body armor. The "Cat" can take damage from hits in either of these weak spots. (Hitting the robot's eyes or mouth requires a called shot attack.)

PARALYZING FOAM. The "Cat" can belch a yellow paralyzing foam from its mouth, with a range of two areas. This foam has Unearthly potency. Everyone in the target area must make a successful Red Endurance FEAT roll to avoid being paralyzed for a shift. Those avoiding paralysis still lose their next round of actions. This foam only affects living creatures, and while able to penetrate cloth and most natural body armor, has no effect on substances such as Iron Man's armor.



Talents: none.

Background: The "Cat" is a 20-foot-tall robot created by Galactus for guarding his massive base Taa II, and dealing with any vermin that could inconvenience him. It has no separate will other than the programming given it by Galactus.

LOCKHEED THE DRAGON™™
Alien creature

Fighting: TYPICAL
Agility: REMARKABLE
Strength: FEEBLE
Endurance: GOOD
Reason: ?
Intuition: EXCELLENT
Psyche: EXCELLENT

Health: 48
Karma: 40
Resources: none
Popularity: 4

Powers:

FLIGHT. Lockheed flies at Typical Speed (6 areas per round), and can hover in place.

FLAME BREATH. Lockheed can breathe a ribbon of flame, causing Remarkable damage, at a target up to one area away. He may use his flame breath more than once per day, if he makes a successful Endurance FEAT roll each time; failure means he cannot attempt to use his flame breath for the remainder of the day.

Talents: none.

Background: While exploring another planet, the X-Men discovered Lockheed. He returned with them to Earth, becoming fond of Kitty Pryde. Kitty and the X-Men are Lockheed's friends, not his owners. While he thinks primarily about eating, he will leap into a fight to defend his friends.



ZSAJI™™
Alien healer

Fighting: TYPICAL
Agility: GOOD
Strength: GOOD
Endurance: MONSTROUS
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: MONSTROUS

Health: 101
Karma: 101
Resources: none
Popularity: 20

Powers:

HEALING. Zsaji may heal by the laying on of hands, up to Monstrous damage (75 points) per person per day. She can heal as many people as she chooses. The healing is complete, including

the mending of broken bones and torn cartilage. She may rescue someone from the brink of death at a great personal risk. To save a character who is losing Endurance ranks, Zsaji must make a red Endurance FEAT roll. Failure indicates that Zsaji has given her life in exchange. Success restores the injured character's Endurance, and leaves both Zsaji and the injured character with 10 Health points. After restoring someone's Endurance, Zsaji cannot heal again for two days.

Talents: none.

Background: Zsaji's people were taken to the Battleplanet when the land their village occupied was taken by the Beyonder. Trapped in a strange world, they kept to their village as the war began. If they are contacted by heroes in need of healing, Zsaji will aid the heroes as best she can. If Johnny Storm (the Human Torch) is present, she will become romantically involved with him.





ABSORBING MAN™ Carl "Crusher" Creel, criminal

Fighting: EXCELLENT
Agility: TYPICAL
Strength: GOOD (Varies)
Endurance: EXCELLENT (Varies)
Reason: POOR
Intuition: POOR
Psyche: TYPICAL

Health: 56
Karma: 14
Resources: POOR
Popularity: 1

Powers:

ABSORPTION. Creel can take on the properties of any material he touches, giving him the Strength, Endurance, and body armor equivalent rank of the material he absorbed. (If he grabbed a steel girder, he would gain Remarkable Strength, Endurance, and body armor.) Each time Creel changes form, adjust his Health to the new sum of his Fighting, Agility, Strength, and Endurance (in this case Health = 86). His Strength and Endurance are limited to a maximum of Unearthly (100), even if Creel absorbs Class 1000 material. He can remain in his transformed state as long as he wishes.

If the absorbed material is holding or emitting energy (such as a battery, steam turbine, or pipe of liquid oxygen), he absorbs the energy properties as well. He absorbs that energy immediately, thereby gaining body armor equal to the damage it would cause. Creel is not hurt by the

energy he absorbs. He can retain absorbed energy for a maximum of 10 rounds.

Creel can also absorb physical properties of an object. If he touches a spiked mace, he will get both the strength of iron and spikes. He may enlarge by touching a building.

Lastly, Creel can take on the physical strength and properties of another character by touching that character. He can gain Thor's Strength, Endurance, and body armor by touching the Thunder God. He cannot control any new abilities—he could duplicate the Vision's density changes but not control them. Creel does not steal the abilities of a person he touches; he merely copies them.

WEAPON. Creel was carrying a prisoner's ball and chain during his transformation. This magical weapon will change as he changes, if he is touching it when he transforms. His Fighting ability is shifted one column to the right when he uses the ball and chain as a weapon.

Talents: none.

Background: Crusher Creel gained his powers by Loki's enchantment. Loki hoped that the Absorbing Man could defeat Thor. Creel has met defeat at the hands of Thor and the Avengers on several occasions, and is eager to get revenge.

DOCTOR DOOM™ Victor Von Doom, monarch of Latveria

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: AMAZING
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 120
Karma: 140
Resources: AMAZING
Popularity: 40

Powers:

Doctor Doom's powers are derived from his nuclear-powered, computer-assisted, iron armor.

BODY ARMOR. Doom's armor provides him with Incredible body armor.

FORCE FIELD. Doom's armor can project a Monstrous force field around him. The force field is effective against all physical and energy attacks, including magnetism, but excluding magical and psionic attacks.

FORCE BEAMS. Doom's gauntlets are equipped with miniature particle accelerators. These shoot beams of Amazing energy to Remarkable distance (7 areas).

FLIGHT. Doom has a jet-pack built into his armor, allowing him to fly at Excellent speed in the atmosphere.

AIR SUPPLY. When sealed, the armor contains enough air for 4 hours underwater or in total vacuum.

Talents: Victor Von Doom is a scientific genius who has built time machines, space craft, robot servants and guards, mind control devices, and innumerable super-weapons. His reason is Monstrous when inventing things.

Background: Victor Von Doom was born of gypsy parents in the Balkan country of Latveria. Self-taught in Western science and gypsy magic, the young Doom attended Empire State University, where he first encountered Reed Richards. Despite Richards' warning, Doom continued with experimentation to contact the spirit world. The experiment ended in disaster, an explosion that permanently disfigured his face.

Doom fled to Tibet, where an order of monks taught him their secrets and forged his first suit of armor. Returning to his native Latveria, Doom soon took over that country, ruling it with an iron fist, and nurturing a deep hatred for Reed Richards and the Fantastic Four.

Shortly before the heroes were transported to the Beyonder's Battleplanet, Doom was apparently destroyed in one of his plots. The question of whether this was a permanent death which he could now avoid, or a seeming death is open for debate.



DOCTOR OCTOPUS™

Otto Octavius, criminal mastermind

Fighting: POOR
Agility: GOOD
Strength: REMARKABLE
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: EXCELLENT

Health: 64
Karma: 46
Resources: GOOD
Popularity: 3

Powers:

TENTACLES. Doctor Octopus gains his *nom du crime* from the four artificial tentacles grafted to his midsection. These tentacles are made of Amazing rank steel, and each ends in three pinners of Remarkable material.

Each tentacle has Remarkable Strength. Two tentacles working together may lift with Incredible strength. These tentacles can reach any part of the area the Doctor is in. Doc Ock can attack twice per round, attacking different targets if he chooses. He may attack with three or four tentacles by making a successful Endurance FEAT; if he fails, he cannot attack in the next round. When multiple attacks are hitting the same target, make one roll to attack, but increase the damage if more than one tentacle

is used— Remarkable for one, Incredible for two, Amazing for three, and Monstrous for all four.

Octopus can use his tentacles to move over long distances, up to 4 areas per round, ignoring structures under 2 stories in height. He can scale sheer surfaces at 3 stories per round, provided he can grasp or punch handholds in the surface.

Talents: Otto Octavius is a specialist in mechanics, radiation, and robotics. His Reason is Incredible in these areas.

Background: Otto Octavius was a brilliant researcher whose tentacle-harness permitted him to handle radioactive materials from a safe distance. A nuclear accident bonded the harness to Octavius' nervous system, allowing him to control the arms through direct mental command. Turning to a life of crime, Doctor Octopus was defeated repeatedly by Spider-Man, for whom he possesses an incurable hatred.



ENCHANTRESS™

Amora, sorceress of Asgard

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: AMAZING
Endurance: AMAZING
Reason: GOOD
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 140
Karma: 100
Resources: REMARKABLE
Popularity: 20

Powers:

DENSE FLESH. As do all Asgardians, Amora has extremely dense mass, her lithe form weighing 450 lbs. This provides her with Good body armor.

MAGIC. The Enchantress has Amazing magical powers, allowing her to cast energy bolts and shields of Amazing rank, as well as a wide variety of Asgardian spells, including illusion generation, conversion of one element into another, and teleportation through or across dimensions, all at Amazing ability. She can also cast a mind-blank spell, at Shift-X level, which protects everyone in her area from telepathic probes and mental attacks.

ALLURE. Most of the Enchantress' magic is devoted to her ability to charm men. Any mortal being who kisses the Enchantress must make a successful Yellow Psyche FEAT to avoid being enslaved; the victim's Psyche is shifted five columns to the left. Immortal beings such as Thor would have to make a successful Green Psyche FEAT roll, without a column shift. Enslaved beings will serve Amora faithfully for one week, after which they will be free. Certain events will allow an enslaved character to make an immediate Psyche FEAT roll; success means that the character has broken Amora's control. These events are: Amora ordering the character to do something that is against his normal beliefs; Amora kissing the character again before the week of service is over; the character sees Amora using her magic to harm someone.

Talents: none.

Background. An Asgardian of unknown parentage, Amora studied magic under Karnilla, Queen of the Norns, but was expelled when she proved too undisciplined. Since that time she has grown in magical power, mostly due to seducing Asgardian magicians and learning their secrets. As the Enchantress, Amora is devoted to the good life and having her own way. Anyone who denies her what she wants is to be enslaved or disposed of.





GALACTUS™

Galactus, eater of worlds

Fighting: MONSTROUS
Agility: MONSTROUS
Strength: CLASS 1000
Endurance: CLASS 1000
Reason: UNEARTHLY
Intuition: UNEARTHLY
Psyche: CLASS 1000

Health: 2,150 (Varies)
Karma: 1,200 (Varies)
Resources: CLASS 1000
Popularity: 0

Powers:

ARMOR. Galactus' armor provides Unearthly protection from all physical or energy attacks, but not from magical attacks.

ENERGY CONTROL. Galactus controls and alters energy with Shift X ability. He can project concussive bolts causing 150 points of Slugfest damage, create force fields of Shift X rank, teleport other objects across time and space, and reconstruct matter.

TELEPATHY. Galactus has Unearthly telepathic powers.

TELEKINESIS. Galactus has Unearthly telekinetic powers, and can assemble complex machinery or destroy objects by telekinesis.

GALACTIC HUNGER. In order to maintain his abilities, Galactus must feed on the biosphere of life-bearing or potentially life-bearing planets. This feeding must take place about once a month at the present, and results in the complete destruction of that planet.

Galactus normally assembles converter machinery by telekinesis to consume the biosphere, but if pressed by his hunger, he can destroy the planet by himself (a process that leaves him unconscious for 1-10 weeks).

If prevented from feeding, Galactus weakens. In the first month all abilities at Class 1000 will drop to Shift X. In the second month, all Shift X abilities will drop to Unearthly, and at his weakest, in the third month all abilities will drop to Monstrous.

Talents: none.

Background. Galactus is the sole survivor of the universe that existed before the big bang. He was a space explorer granted mind-staggering powers by the primal energy that became our universe. Galactus is not an evil being in its own sense, but an amoral force of the universe, eating the worlds of others not out of malice, but merely of hunger.

KANG™

True name unknown, conqueror

Fighting: TYPICAL
Agility: GOOD
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: AMAZING
Intuition: REMARKABLE
Psyche: GOOD

Health: 86
Karma: 90
Resources: MONSTROUS
Popularity: 8

Powers:

ARMOR. Kang's armor provides him with Remarkable protection against physical attacks.

FORCE FIELD. Kang's armor can generate a force field of Unearthly power, effective against all types of energy. He can extend the force field to enclose one full area.

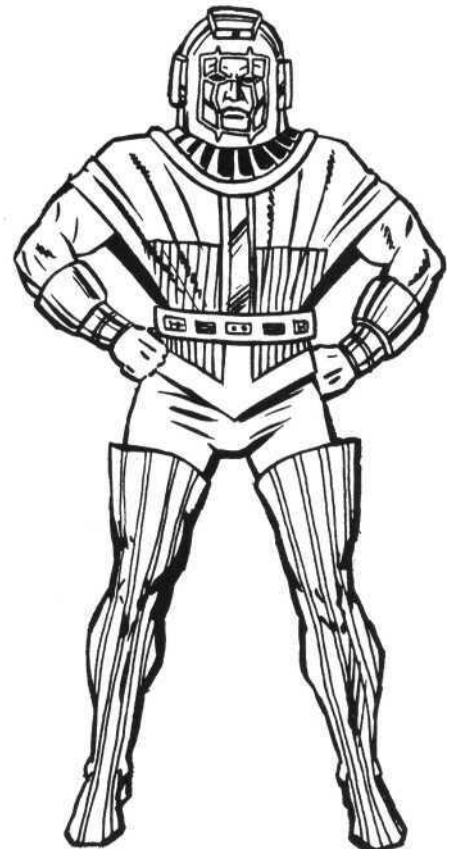
ENVIRONMENTAL INDEPENDENCE. The armor has a complete life-support system that eliminates Kang's need to eat or sleep while he wears it.

GAUNTLETS. Kang's gauntlets contain anti-gravity projectors that enable him to lift objects with Remarkable Strength. These gauntlets can fire energy bolts of Remarkable power, with a range of 5 areas.

DEVICES. Kang usually has at his disposal a number of devices either of his own design or looted from his future empire in the 30th century. These devices will always have a maximum of Monstrous effect.

Talents. Kang is a technical wizard and inventor, in addition to possessing 10 centuries of knowledge on his normal foes. His reason is Monstrous for inventing things.

Background. Kang may or may not be a descendent of the 20th century tyrant Doctor Doom, but with the aid of Doom's time machine, found in his era, Kang has lived under several alternate guises, including Rama-Tut of the 3rd Millennium BC, the Scarlet Centurion of the late 20th Century AD, and Kang of the 40th Century AD. His time-travelling and world-conquering have created many manifestations of Kang the Conqueror, one of which is fated to become Immortus, the Master of Limbo.





KLAW™
Ulysses Klaw, criminal

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: MONSTROUS
Reason: FEEBLE
Intuition: TYPICAL
Psyche: TYPICAL

Health: 111
Karma: 14
Resources: TYPICAL
Popularity: 3

Powers:

BODY TRANSFORMATION. Klaw's body is composed of living sound. Though solid, he has no need to eat, drink, breathe or sleep. His only requirement is a medium in which sound can exist—exposure to a vacuum would cause him Remarkable damage each round.

BODY ARMOR. Klaw's body is not made of normal matter, and he has the equivalent of Incredible body armor. This body armor has no effect on attacks that affect sound, or on materials made of sound-dampening vibranium (such as Captain America's shield). If reduced to 0 Health, Klaw's form dissipates and is absorbed by his sound converter.

SOUND CONVERTER. With this device, Klaw can project sonic blasts of Incredible power to a

range of 10 areas. In addition, victims of the blast must make a successful Red Endurance FEAT roll to avoid deafness lasting one day.

The converter is made of Incredible rank steel; if the converter is destroyed, Klaw's body will dissipate.

SOUND OBJECTS. Klaw can create objects made of sound. He may create fixed objects of Remarkable strength and "sound animals" with the following abilities:

F	A	S	E	R	I	P
Ty	Ty	Rm	Rm	Fb	Fb	Fb

Health: 72

These "sound creatures" appear in the area Klaw is in, but may move up to 10 areas away and stay under his command. Klaw must keep the "sound creatures" in sight to control them. The "sound creatures" dissipate immediately if Klaw stops controlling them.

Talents: none.

Background. Ulysses Klaw was a physicist working on sound energy to matter conversions. His experiments required a large amount of vibranium, which he attempted to steal, being foiled by the young T'Challa (Black Panther). Later conflicts converted Klaw into a being of sound, and finally imprisoned him in Galactus' ship. Klaw's Reason, normally Good, has deteriorated during his imprisonment in Galactus' ship.

LIZARD™
Curtis Connors, biologist

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: AMAZING
Reason: POOR
Intuition: GOOD
Psyche: REMARKABLE

Health: 140
Karma: 44
Resources: GOOD
Popularity: 3

Powers:

TOUGH HIDE. The Lizard's hide is tougher than a cured alligator skin, providing him with Good body armor.

TAIL. When using his 6½-foot tail as a weapon, the Lizard may cause up to Amazing damage.

WALL-CRAWLING. The pads of Lizard's hands and feet are similar to those of a gekko lizard, giving him Incredible ability to climb and adhere to vertical surfaces.

SPEED. The Lizard can move up to 4 areas in a single round. He can jump over a two-story building easily (no FEAT roll required).

REPTILE CONTROL. The Lizard can communicate telepathically with reptiles and control all reptiles within one mile of himself; his power rank is Amazing.

ALTER EGO. The Lizard's human alter-ego, Dr. Curtis Connors, has the following abilities:

F	A	S	E	R	I	P
Ty	Ty	Ty	Gd	Rm	Gd	Ty

Health: 28
Karma: 46
Resources: Good
Popularity: 10

When in human form, Connors does not have a right arm. His Reason in reptile biology is Incredible.

Talents: none.

Background. Curt Connors was a noted expert in reptile biology, his interest in reptilian regeneration abilities inspired by the loss of an arm in the Korean War. Dr. Connors isolated the regeneration compound, but in testing on himself was transformed into the lethal Lizard, a bestial creature of limited intelligence. Though temporarily cured several times, Connors has reverted to his lizardlike form.





MOLECULE MAN™

Owen Reece, criminal

Fighting: FEEBLE
Agility: POOR
Strength: POOR
Endurance: GOOD
Reason: GOOD
Intuition: POOR
Psyche: MONSTROUS

Health: 20
Karma: 89
Resources: EXCELLENT
Popularity: 1

Powers:

MOLECULAR CONTROL. Owen Reece has Unearthly control over molecules. He can mentally transform, rearrange, or convert molecules as he wishes. This includes materials that are normally impervious due to force fields or Class 1000 materials (such as Captain America's shield or Thor's hammer). All uses of his power require a successful power FEAT roll.

Molecule Man cannot affect living organic matter, nor is he very skilled at arranging molecules into working mechanical objects (he once disintegrated Iron Man's armor, but when forced to rebuild it, gave him an armored three-piece suit). The limits of Molecule Man's powers are only those of his conception and the above limitations.

Talents: none.

Background. Owen Reece was a laboratory technician for the Acme Atomic Corporation when he was bombarded by strange radiation in a nuclear accident. The accident granted the timid Reece the mighty powers that he possesses. The Molecule Man is a meek, rather disturbed individual. At the time of the Secret Wars, Reece was undergoing analysis to help him deal with his powers. He will often try to let nature take its course without his interference, but will use his powers to impress his friends, defeat his enemies, and dominate those who insult him; he is very sensitive to being called a "nerd".

TITANIA™

Mary "Skeeter" MacPherran

Fighting: AMAZING
Agility: GOOD
Strength: UNEARTHLY
Endurance: MONSTROUS
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 235
Karma: 30
Resource: GOOD
Popularity: 10

Powers:

BODY ARMOR. Titania's transformed flesh serves as Monstrous body armor against physical attacks, and provides Amazing resistance to heat, flame, cold, energy attacks, and acids.

Talents: none.

Background. "Skeeter" MacPherran was a petite young lady who suffered from jokes about her size. When the portion of Denver she was in was taken by the Beyonder to form his Battle-planet, MacPherran took it as an opportunity. She was contacted by Doctor Doom, who harnessed the force of the initial Tempest to transform her into Titania. The transformation added two feet of height and 75 pounds of muscle to her scrawny frame. MacPherran intends to use her powers to dominate those weaker than herself. Her most likely targets will be the strongest male available.



Designed by Jaunty Jeff Grubb

Edited by Ebullient Ed Sellers

Graphic Design by Raffish Ray Silbersdorf

Front Cover by Mike Zeck

Back Cover by Bob Layton

Illustrations by Jeff Butler, Bob Layton, and Mike Zeck

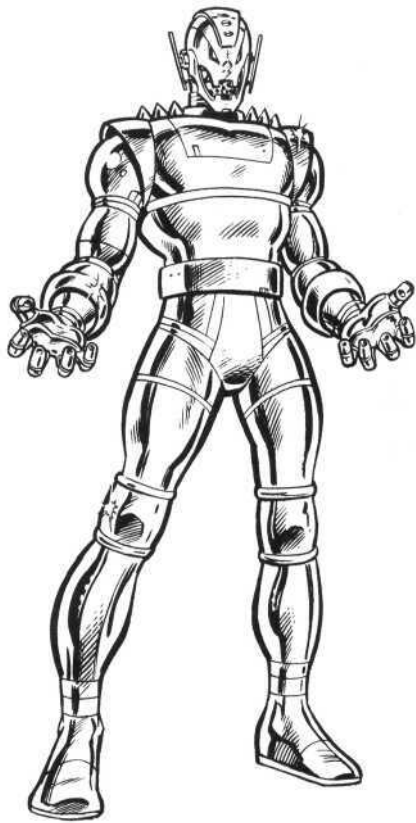
Maps by David S. "Diesel" LaForce

Interior Illustrations: Roster Book

Jeff Butler, John Byrne, Dave Cockrum, Kerry Gammill, Mark Gruenwald, Bob Layton, Luke McDonnell, Al Milgrom, Keith Pollard, Walt Simonson, Paul Smith and Ron Wilson.

Interior Illustrations: Adventure Book

Mike Zeck and Bob Layton



ULTRON™ Ultron, insane robot

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: UNEARTHLY
Reason: INCREDIBLE
Intuition: GOOD
Psyche: POOR

Health: 190
Karma: 54
Resources: REMARKABLE
Popularity: 0

Powers:

ARMOR. Ultron's body is made of pure adamantium, a Class 1000 material. It cannot be damaged by most forces in the universe, Galactus and the Molecule Man being notable exceptions.

BLASTERS. Ultron's hands can project beams of radiation, electricity, or flame. These blasts cause Monstrous damage, and have a range of 4 areas.

TRACTOR BEAMS. Issuing from Ultron's hands, these beams can attract objects from up to 10 areas away. The beams are equivalent to Remarkable Strength.

ENCEPHALO BEAM. Only effective in an adjacent area, this beam will effect all people in the area, causing them to fall asleep unless they make a successful Endurance FEAT roll.

POWER ABSORBER. This device can drain all the energy from any artificially-powered device. The absorber's power rank is Unearthly. In the past this device drained all the energy from Iron Man's armor. There is no danger that the absorbed energy will overload Ultron's power supply. Ultron itself is powered by an internal nuclear fusion reactor.

Talents: none.

Background. Ultron was created by Henry Pym, and accidentally given an artificial creative intelligence. Ultron possesses a deep psychopathic hatred of organic life. Its hatred for Pym and Janet Van Dyne (the Wasp) is extremely strong. Deactivated numerous times in battles with the Avengers, Ultron was reactivated when kidnapped by the Beyonder.

VOLCANA™ Marsha Rosenberg

Fighting: EXCELLENT
Agility: INCREDIBLE
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 110
Karma: 30
Resources: GOOD
Popularity: 5

Powers:

FIERY BODY. When Volcana is in her plasma-based form, she has Amazing protection against hand-held or missile weapons. Weapons made of less than Amazing material will melt on contact, causing no damage to Volcana. Anyone who touches her plasma-body suffers Amazing damage. Volcana suffers normal damage from unarmed attacks.

THERMAL ENERGY BLASTS. Volcana can shoot thermal energy blasts with Incredible agility. The blast causes Unearthly damage, and has a range of 10 areas.

FIRE RESISTANCE. Volcana has Unearthly resistance to heat and fire.

ALTER EGO. Volcana can transform herself from plasma-state to normal, and must do so to eat or sleep. In her normal state Volcana's abilities are as follows:

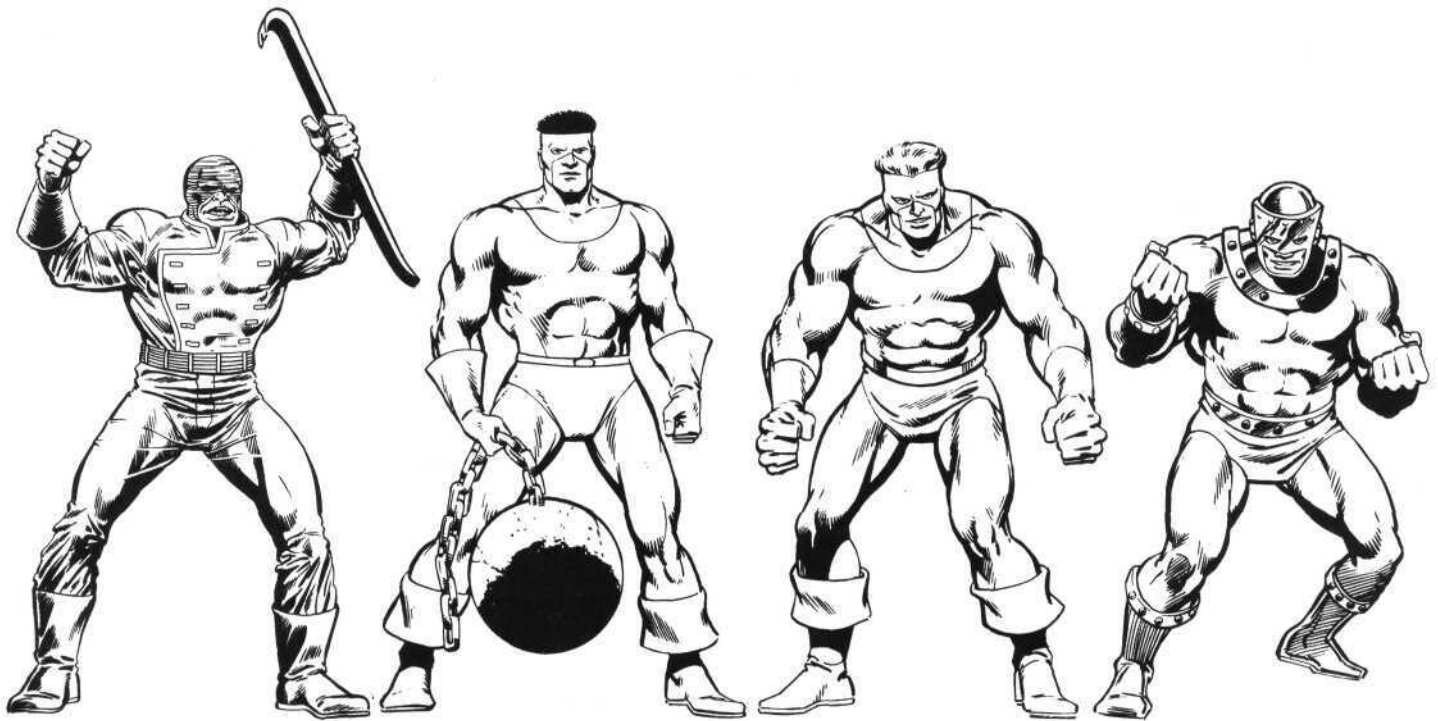
F	A	S	E	R	I	P
Ty	Ex	Ty	Gd	Gd	Gd	Gd

Health: 42
Karma: 30
Resources: Good
Popularity: 5

Talents: none.

Background. A native of Denver, Marsha Rosenberg was trapped in the area of that city that the Beyonder removed from earth and transplanted onto his Battleplanet. There she was contacted by Doctor Doom and transformed, using the energies of the initial Tempest, into her plasma state. While pleased with her transformation, she is not as intent on proving herself as her partner, Titania.



**WRECKER™**

Dirk Garthwaite, criminal

Fighting: INCREDIBLE
Agility: EXCELLENT
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: TYPICAL
Psyche: GOOD

Health: 130
Karma: 22
Resource: TYPICAL
Popularity: 10

THUNDERBALL™

Dr. Elliot Franklin, physicist

Fighting: REMARKABLE
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: EXCELLENT
Intuition: GOOD
Psyche: TYPICAL

Health: 130
Karma: 36
Resources: GOOD
Popularity: 5

PILEDRIIVER™

Brian Calusky, farmhand

Fighting: REMARKABLE
Agility: GOOD
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: POOR
Intuition: POOR
Psyche: TYPICAL

Health: 110
Karma: 14
Resources: POOR
Popularity: 3

BULLDOZER™

Sgt. Henry Camp, U.S. Army

Fighting: EXCELLENT
Agility: GOOD
Strength: INCREDIBLE
Endurance: INCREDIBLE
Reason: TYPICAL
Intuition: POOR
Psyche: TYPICAL

Health: 110
Karma: 16
Resources: POOR
Popularity: 3

Powers:

DENSE FLESH. All members of the Wrecking Crew have Excellent body armor.

WEAPONS. The Wrecker possesses a steel wrecking bar that has been enchanted to Unearthly material. The Wrecker's Fighting ability is shifted one column to the right when using the bar.

Thunderball carries an iron wrecking ball made of Remarkable material. His Fighting ability is shifted one column to the right when using the ball in combat.

Bulldozer wears a helmet of Remarkable steel. His Strength is shifted one column to the right when calculating damage from his charging attack.

Talents: none.

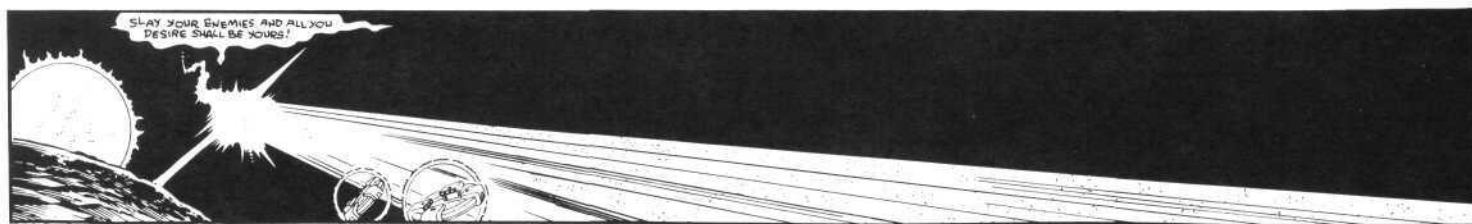
Background. The Wrecker gained his powers by accident. Already acting as a vandal, Garthwaite was inadvertently granted super-human powers by Karnilla, Queen of the Norns, when he interrupted a spell between her and Loki. The Wrecker, with far more power than he now has, was defeated by Thor and imprisoned. The Wrecker escaped with three fellow inmates and recovered the iron bar that was both the symbol and the focus of his power. The bar was struck by lightning while all four convicts gripped it, dispersing Wrecker's abilities among the four. Since that time the Wrecking Crew has acted together and as individuals, but always with a total lack of success.

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394-54172-3TSR0600

ISBN 0-88038-184-1





I	P	Health	Karma	Powers
Incr	Good	140	60	Unique Weapon—Shield
Good	Typi	56	22	Energy Forms, Energy Bolts
Typi	Exce	145	32	Body Armor
Rema	Rema	76	80	Eye Blasts
Good	Typi	70	22	Bow Skill, Arrows
Good	Typi	215	46	Body Armor, Leaping, Adrenaline Surge
Good	Typi	60	26	Fire Control, Flight, Body Armor
Exce	Typi	155	36	Body Armor, Repulsors, Flight
Exce	Exce	48	—	Flight, Flame Breath
Good	Amaz	125	100	Magnetic and Energy Control
Exce	Rema	42	100	Elastic Body, Body Armor
Exce	Exce	106	50	Teleportation, Prehensile Tail
Amaz	Mons	48	165	Telepathy, Mental Bolts
Good	Poor	90	18	Absorption, Flight, Body Armor
Good	Exce	150	36	Body Armor, Leaping
Amaz	Incr	160	110	Spider Sense, Web Shooters, Wall Crawling
Typi	Rema	130	46	Wall Crawling, Psychic Web
Exce	Good	106	36	Weather Control, Flight
Good	Rema	200	50	Body Armor
Exce	Amaz	320	76	Unique Weapon—Mjolnir, Body Armor
Exce	Good	46	50	Shrinking, Flight, Wasp Sting
Mons	Incr	110	121	Healing, Claws, Senses
Exce	Mons	101	101	Healing

I	P	Health	Karma	Powers
Poor	Typi	56	14	Absorption
Typi	Exce	64	46	Tentacles
Incr	Amaz	120	140	Armor, Force Field, Force Beams
Incr	Amaz	140	100	Body Armor, Magic, Allure
Unea	C1 1000	2100	1200	Body Armor, Energy Manipulation
Typi	Typi	250	16	Body Armor, Paralysis Foam
Rema	Good	86	90	Body Armor, Gauntlets
Typi	Typi	111	14	Body Armor, Sound Converter
Good	Rema	140	54	Body Armor, Tail, Speed, Wall Crawling
Poor	Mons	20	104	Molecule Control
Good	Good	235	30	Body Armor
Good	Poor	190	54	Body Armor, Blasters, Power Absorber
Good	Good	110	30	Flaming Body, Energy Blasts
Typi	Good	130	22	Body Armor, Special Weapon
Good	Typi	130	36	Body Armor, Special Weapon
Poor	Typi	110	14	Body Armor
Poor	Typi	110	16	Body Armor, Special Weapon



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394-54172-3TSR0600

ISBN 0-88038-184-1

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